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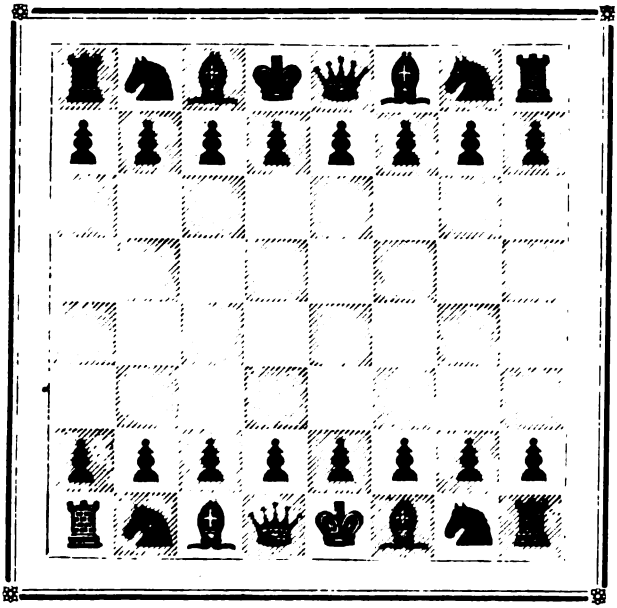
Chess Player's Chronicle.

VOL. IX.



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THE

CHESS PLAYER'S CHRONICLE

FOR 1848.

CONTAINING UPWARDS OF

THREE HUNDRED AND FIFTY

GAMES AND PROBLEMS

BY THE MOST EMINENT PLAYERS.

EDITED BY

HOWARD STAUNTON, ESQ.,

AUTHOR OF THE "CHESS-PLAYER'S HAND-BOOK AND COMPANION."

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THE

CHESS PLAYER'S CHRONICLE.

CHESS IN THE METROPOLIS.

GAME III.

In the little contest now pending between Mr. STAUNTON and Mr. LOWE; the former giving the odds of Pawn and two moves.

(*Remove Black's K. B. Pawn from the board.*)

White. (Mr. L.)	*Black.* (Mr. S.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. P. to K. third
3. P. to Q. B. fourth	3. Q. Kt. to B. third
4. P. to Q. fifth	4. P. takes P.
5. Q. B. P. takes P.	5. Q. Kt. to K. second
6. B. to K. Kt. fifth (*a*)	6. P. to Q. third
7. P. to K. B. fourth	7. P. to Q. B. third
8. Q. Kt. to B. third	8. Q. to her Kt.'s third
9. Q. to Q. second	9. B. to Q. second
10. B. to Q. third	10. P. takes Q. P.
11. P. takes P.	11. Q. Kt. to K. B. fourth
12. Castles on Q.'s side	12. B. to K. second
13. Q. R. to K. square (*b*)	13. P. to K. R. third
14. B. takes B.	14. Q. Kt. takes B.
15. B. to K. Kt. sixth (check)	15. K. to Q. square
16. B. to K. B. seventh	16. Q. R. to B. square
17. K. Kt. to B. third	17. K. Kt. to B. third
18. K. to Q. Kt. square	18. K. R. to B. square
19. B. to K. sixth	19. Q. Kt. to K. B. fourth

White. (Mr. L.)	*Black.* (Mr. S.)
20. Q. to Q. third	20. K. Kt. to Kt. fifth (*c*)
21. Q. Kt. to K. fourth (*d*)	21. K. Kt. to K. sixth
22. B. takes Q. Kt.	22. Kt. to Q. B. fifth
23. Q. to her Kt.'s third	23. B. takes B.
24. Q. takes Q.	24. Kt. takes Q.
25. K. Kt. to Q. fourth	25. K. to Q. second (*e*)
26. Kt. takes B.	26. R. takes Kt.
27. P. to K. Kt. third	27. R. takes Q. P.
28. R. to Q. square	28. Q. R. to K. square (*f*)
29. Kt. to Q. B. third	29. K. R. to K. B. fourth
30. Q. R. to Q. fourth	30. K. to Q. B. third
31. K. R. to Q. square (*g*)	31. P. to Q. fourth
32. P. to Q. R. fourth	32. P. to Q. R. fourth
33. P. to K. Kt. fourth	33. K. R. to K. B. second
34. P. to K. B. fifth (*h*)	34. Q. R. to K. fourth
35. P. to Q. Kt. third	35. K. R. to K. second
36. K. to Kt. second	36. Q. R. to K. eighth
37. K. R. to Q. second	37. K. R. to K. fourth
38. K. R. to Q. B. second (*i*)	38. K. to Q. second (*k*)
39. P. to Q. Kt. fourth	39. Kt. to Q. B. fifth (check)
40. K. to Kt. third	40. Kt. to K. sixth
41. K. R. to Q. second	41. P. takes P.
42. Kt. takes Q. P.	42. Kt. takes Kt.
43. R. takes Kt. (check)	43. R. takes R.
44. R. takes R. (check)	44. K. to Q. B. third
45. R. to Q. Kt. fifth	45. R. to K. sixth (check)
46. K. to B. second	46. R. to Q. B. sixth (check)
47. K. to Q. second	47. R. to Q. Kt. sixth
48. K. to B. second	48. R. to Q. B. sixth (check)
49. K. to Kt. second	49. R. to K. R. sixth
50. R. takes the doubled P.	50. R. takes P. (check)
51. K. to B. third	51. R. to K. Kt. seventh
52. K. to Q. third	52. R. to Kt. sixth (check)
53. K. to his second	53. R. to Q. R. sixth
54. K. to K. B. second	54. P. to Q. Kt. third
55. K. to K. Kt. second	55. K. to Q. B. fourth
56. R. to Q. Kt. fifth (check)	56. K. to B. third
57. R. to Q. Kt. fourth	57. R. to Q. sixth
58. K. to B. second	58. R. to Q. R. sixth
59. K. to Kt. second	

After several more moves, in which Black vainly tried to tempt his opponent from the present position, the game was given up as a drawn battle.

Notes.

(*a*) Always an embarrassing move at this point.
(*b*) To prevent Black Castling, which would now be doubly hazardous.
(*c*) This move in a great measure frees Black from the thraldom inevitable from the odds given.
(*d*) Better, perhaps, to have taken off the Bishop, with the view to exchange Queens at Q. Kt. fifth.
(*e*) Black now gains a Pawn, and having as good a position as his adversary, it is most probable, under ordinary circumstances, the game would have been his. A year's almost total cessation from Chess-practice, is not, however, exactly the preparative for a contest with an opponent everlastingly in the arena, as these games evidence.
(*f*) Injudicious. Exchanging the Rooks, or playing Q. R. to K. square, before taking the Q. Pawn, would have been much better play.
(*g*) Now the evil consequences of not changing off the Rooks, become apparent.
(*h*) No advantage would have accrued to White, by his taking the Q. P. at this juncture.
(*i*) White plays this part of the game with unusual care and judgment.
(*k*) Had he played the K. to Q. B. fourth, White would obviously have gained a Piece, by Kt. to Q. Kt. fifth (discovering check).

GAME IV.

Between the same players, at the same odds.

(*Remove Black's K. B. P. from the board.*)

White. (Mr. L.)	*Black.* (Mr. S.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. P. to K. third
3. P. to Q. B. fourth	3. P. to Q. B. third
4. K. B. to Q. third	4. K. B. checks
5. Q. Kt. to B. third	5. K. Kt. to K. second
6. Q. to K. R. fifth (check)	6. P. to K. Kt. third
7. Q. to K. R. fourth (*a*)	7. P. to Q. fourth
8. K. Kt. to K. second	8. Castles
9. Castles	9. P. to Q. B. fourth
10. Q. B. to K. R. sixth	10. K. R. to B. second
11. Q. B. P. takes P.	11. B. takes Kt.
12. P. takes B.	12. K. P. takes P.
13. K. P. takes P.	13. P. takes Q. P. (*b*)
14. P. to Q. B. fourth	14. Q. Kt. to Q. second
15. Q. takes Q. P. (*c*)	15. Q. Kt. to K. B. third

White. (Mr. L.)	*Black.* (Mr. S.)
16. Q. B. to K. Kt. fifth	16. K. Kt. to B. fourth
17. K. B. takes K. Kt.	17. B. takes B.
18. Kt. to his third	18. Q. to her third
19. Kt. takes B.	19. P. takes Kt.
20. B. takes Kt.	20. R. takes B.
21. P. to Q. B. fifth	21. Q. to her square
22. Q. R. to Q. square	22. Q. R. to Q. B. square
23. P. to Q. sixth	23. K. R. to B. second
24. K. R. to K. square	24. P. to Q. Kt. third (*d*)
25. P. takes P. (*e*)	25. Q. takes Q. Kt. P.
26. P. to Q. seventh	26. Q. R. to Q. square
27. K. R. checks	27. K. R. to B. square
28. Q. to her fifth (check)	28. K. to Kt. second
29. R. to K. seventh (check)	29. K. to R. square
30. K. R. to B. seventh	30. R. takes R.
31. Q. takes R.	31. Q. to K. Kt. third
32. Q. to K. seventh	

And wins.

Notes.

(*a*) Weak play. Queen to K. R. sixth is much more attacking.

(*b*) Black has already a very bad game through his incautious play at the beginning.

(*c*) P. to Q. sixth seems more to be dreaded.

(*d*) This should have proved immediately fatal, but Mr. Lowe was unable to see the opportunity it afforded him.

(*e*) He has simply to advance his Q. P., and Black might have resigned.

GAME V.

Between the same Players, at the same odds.

(*Remove Black's K. B. P. from the Board.*)

White. (Mr. L.)	*Black.* (Mr. S.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. Q. Kt. to B. third
3. P. to Q. fifth	3. Kt. to K. fourth
4. P. to K. B. fourth	4. Q. Kt. to K. B. second
5. P. to K. fifth	5. P. to K. third
6. P. to Q. B. fourth	6. K. B. to Q. B. fourth
7. K. Kt. to B. third	7. K. Kt. to R. third
8. Q. Kt. to B. third	8. P. to Q. third
9. Q. Kt. to K. fourth	9. K. B. to Q. Kt. third
10. P. takes K. P.	10. Q. B. takes P. (*a*)

White. (Mr. L.)	*Black.* (Mr. S.)
11. P. takes Q. P.	11. P. takes P.
12. K. Kt. to his fifth	12. Q. to K. second
13. K. B. to K, second	13. Castles (on K.'s side)
14. Kt. takes B.	14. Q. takes Kt.
15. Q. to her fifth	15. Q. R. to K. square
16. Q. takes Q.	16. R. takes Q.
17. Kt. to K. Kt. third	17. K. R. to K. square (*b*)
18. K. to Q. square	18. K. B. to K. B. seventh
19. K. B. to his third	19. Q. R. to K. second (*c*)
20. Q. B. to Q. second	20. P. to Q. R. third
21. K. to Q. B. second	21. B. takes Kt.
22. P. takes B.	22. K. Kt. to K. B. fourth
23. P. to K. Kt. fourth	23. Kt. to Q. fifth (check)
24. K. to Q. third	24. Kt. to K. third
25. P. to Q. Kt. fourth	25. P. to K. R. third
26. P. to Q. R. fourth	26. K. to B. square
27. P. to K. Kt. third (*d*)	27. P. to Q. R. fourth (*e*)
28. Q. R. to K. square	28. P. takes P.
29. Q. B. takes P.	29. Kt. to Q. B. fourth (check)
30. K. to Q. B. second	30. R. to K. sixth (*f*)
31. R. takes R.	31. R. takes R.
32. Q. B. takes Kt.	32. R. takes K. B.
33. B. to Q. fourth	33. R. takes K. Kt. P.
34. R. to K. Kt. square	34. R. to K. B. sixth (*g*)
35. P. to K. B. fifth	35. Kt. to Q. square
36. P. to Q. R. fifth	36. Kt. to Q. B. third (*h*)
37. B. to his third	37. K. to B. second (*i*)
38. R. to Q. Kt. square	38. Kt. to Q. square
39. R. to Q. Kt. sixth (*k*)	39. K. to his second
40. B. takes K. Kt. P.	40. R. to K. B. fifth
41. K. to Kt. third	41. R. takes Kt. P.
42. B. takes R. P.	42. K. to Q. second
43. B. to K. B. eighth	43. R. to Q. fifth
44. P. to K. B. sixth.	44. K. to Q. B. second
45. P. to Q. B. fifth	45. P. takes P.
46. B. takes P.	46. R. to Q. fourth
47. K. to Q. B. fourth	47. R. to Q. eighth
48. B. to K. seventh	48. Kt. to Q. B. third
49. R. takes Kt. (check)	49. K. takes R.
50. P. to K. B. seventh	50. R. to K. B. eighth
51. P. Queens	51. R. takes Q.
52. B. takes R.	52. P. one

Drawing the Game. [*Notes.*

Notes.

(*a*) Black has now an excellent opening, considering the odds given.

(*b*) Kt. to K. Kt. fifth appears stronger.

(*c*) It was thought by some lookers on of note, that R. to K. eighth (check), &c., would have been more advantageous.

(*d*) A necessary precaution before playing either of the Rooks to K. square.

(*e*) But for this move White would very shortly have obtained the advantage of position.

(*f*) Preferable, we believe, to taking the Q. R. P.

(*g*) Black plays to win, and avoids exchanging pieces, from apprehension of a drawn game.

(*h*) In his former practice, Black would readily have seen the following move of play :—

	36. R. to Q. R. sixth
37. R. to Q. R. square (best)	37. R. to K. Kt. sixth
38. R to K. Kt. square	38. R. takes R.
39. B. takes R.	39. Kt. to Q. B. third
40. B. to Q. Kt. sixth	40. Kt. to K. fourth

Winning at least a Pawn

(*i*) A hasty, heedless move, giving to White the very time he longs for.

(*k*) White now omitted to see a method of play, which would have occasioned his adversary a great deal of embarrassment. Suppose—

39. R. takes Q. Kt. P.	39. Kt. takes R.
40. P. to Q. R. sixth	40. R. takes B. (His only move to prevent P. Queening.)
41. K. takes R.	41. Kt. to Q. B. fourth
42. P. to Q. R. seventh	42. Kt. to Q. R. fifth (check)
43. K. to Kt. fourth	43. Kt. to Q. Kt. third
44. K. to Kt. fifth	44. Kt. to R. square
45. K. to B. sixth	

And Black would find it difficult to save the game, we think.

CHESS IN INDIA.

The establishment of a modern Chess Club in the Metropolis of our Eastern Empire, the land of all others with the most indisputable claim to the invention of the game, appears to have excited an unmixed degree of attention in the Chief Presidency, and the following observations on the subject from a local paper, called "The Mofussilite," though remarkable neither for the originality of their views nor striking ability to enforce them, will be read, we doubt not, with corresponding interest by every Amateur of Chess in Europe :—

"A Chess Club is at length to be established in the metropolis of India—a country which pre-eminently claims a title to the invention of this most noble of all noble games; and we cannot but express a hope that many such similar institutions may be established throughout India. There is not a

city in England that does not own its Chess Club—and many are the schools into which, with the sanction of eminent men, this game has been introduced, with the view of forming and strengthening, by the most innocent recreation that could be devised, the argumentative faculties of the scholars. And when we turn to the Continent of Europe, there we find these institutions flourishing with greater vigour and in greater numbers. Who is there—though slightly acquainted, as it is termed, with the moves—who has not read that interesting account of the Chess playing village of Stroebeck, in the neighbourhood of Halverstadt in Germany, and of the reception which the victory gained by a Veteran in the craft—our own celebrated Lewis—obtained for him? Then look at the games which have, from time to time, been played by correspondence between the various capitals of Europe—for example between London and Edinburgh—Paris and Westminster—Amsterdam and Antwerp—Valenciennes and Douay—and last, not least, between the Clubs of Madras and Hyderabad, and the interest these games excited. There are other matches which we have omitted to enumerate,—but we might as well attempt to recite the names of the ships engaged in the Trojan wars as enumerate them all. Then as to the curiosities of Chess, how unnumbered are they? Is it not a curious fact that the very first book ever printed in any language, should have referred to a game so intricate, and yet withal, so beautiful as Chess? Such, we believe, to be a well attested fact in the history of literature, unless, indeed, we have been deceived by the enthusiastic and accomplished master of the game who has thus chronicled the fact. Like every other object of scientific research, Chess has lately made immense strides, not only in the number, but in the increasing proficiency of its votaries, and daily *discoveries* are made which tend to prove that though our forefathers might have been giants in their own estimation in their day, they are but pigmies now compared with even third-rate players of the present day. Their skill, however great, is but equivalent to *the* mediocrity which may now be met with at every Club. Philidor, of course, stood unrivalled in his generation, but with all his exquisite skill in the management of pawns, which form the soul—as the French would say—but which, nevertheless, in more senses than one, form the infantry of Chess, would find himself no match for any first-rate player in a provincial Club. His skill, great as it was when judged by that of his cotemporaries, is, after all, when contrasted with the proficiency which has since been so generally attained, but a catapult opposed to a siege gun. In this slight sketch of the game it would be unpardonable to pass over unnoticed, the clever machinery of the Automaton Chess-player, or the unbounded enthusiasm with which this celebrated exhibition was welcomed in every Court of Europe. Innumerable stories connected therewith are told of Frederic at Berlin, and of Napoleon at that same capital. We know not which is more deserving of admiration, the ingenuity of the contriver or the sagacity of Mr. Willis, who, with no greater facility of observation than an ordinary spectator, explained the mysterious working of this mysterious stranger. By him was the secret explained, and that secret is now patent to the world.

"But these are matters with which every one is acquainted. The interest attached to this amusing but scientific toy has passed away, but the interest attached to the game has daily increased. In the conflict of later times, who has not heard of M. de la Bourdonnais, and of his wonderful and rapid powers of combination? With his name must be ever associated that of his gifted and lamented antagonist, Mr. M'Donnel, connected, we believe, with

the viceregal establishment of Leadenhall Street. It is a strange feature in the history of these two men, that they who had met so often together in friendly combat, now lie close together in the same burial ground! But as to their merits. Perhaps La Bourdonnais might justly be called the "King of Chess," and stands, or rather stood, without a rival. Whilst, however, making this confession on behalf of the amiable and redoubtable French champion, we may readily acknowledge that, had his days been lengthened, M'Donnel might have altogether equalled, if not surpassed him. The latter games in their match indicated that he had not attained his full growth. But, be this as it may, there was this peculiarity in the play of these two giants, that the English Champion could afford to give larger odds to all comers, than La Bourdonnais. But whilst talking of these men, who have within a few fleeting years left the scene of their exploits, we must not forget M. Deschapelles, their cotemporary. He has earned a proud reputation, but the basis on which that reputation is founded, is somewhat uncertain. For the last few years, he has kept in the background, and whenever he has stepped forward, it has been apparently but to withdraw.

"To proceed. Of all living players, Mr. Staunton, the Editor of the *Chess Chronicle*, stands *facile princeps*. Before him the skill of St. Amant the brilliancy of Cochrane,* have alike paled, and he stands bidding defiance to all comers. He it was, in the last encounter, who established the supremacy of England, and he now stands forth her worthy champion, ready to maintain it.

"It would be most unpardonable, in any notice of this game, to omit the names of Messrs. Lewis and Walker, who have done so much in their several spheres by their multiplied writings, to extend the knowledge of the game. The latter gentleman, it is understood, possesses the best Chess Library in Europe, and even as a collection of books, it is by no means to be despised. He has the great merit of having made Chess universally accessible. We must pass over, however, the ponderous works of the European Continental writers. M. Alexandre's Encyclopedie des Echecs is but a pamphlet compared with the later productions of Jaenisch, Petroff, and others, whom we might name. Every day, or rather every month, there issues from the press some profound calculation which proves how much even the proficient has to learn, and there has been established in consequence, this rule, which must pass for a law till refuted, that to meet King's Pawn two by a similar move, is to invite defeat. But we must not dive further, at the present, at least, into the mysteries of the game—lest we should forget to congratnlate our friends in Calcutta on the establishment of a Chess Club.

"And now that the movement has been made, we trust that its impetus will be imparted to other parts of India. In the Mofussil, unfortunately, there is no Station Library, and before a Chess Club can be instituted, there must be, as far as we can judge of our social position, a library to which it may be attached as a fitting appendage. There is, however, one portion of our European community, amongst whom the knowledge and practice of the game might be introduced with every prospect of advantage. We allude to our European soldiery. There are hours and hours of the day, during which he is necessarily confined to his barracks, and what more wholesome recreation, and what more innocent pastime could be invented

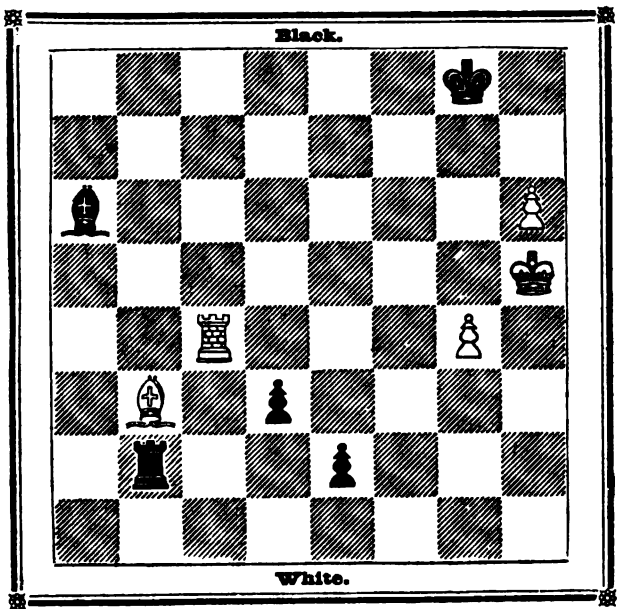
* This gentleman is at present a distinguished member of the Calcutta Bar.

for him, than instruction in this game? Therein he will see the marvellous powers of combination; therein he will witness the resources which skill may bring into play; and therein he will see how powerless are numbers against position. And not only will he be, as it were, professionally improved, but he will learn many a moral lesson, which may prove useful at some subsequent period of his career. Many a man may smile at the castles which we are thus building in the air—and it may be, he will tell us that such castles are easily demolished. Let however the attempt be made—and if, amidst those other reforms which are now being introduced to ameliorate the soldier's physical condition, be also consulted the well-being of his social position, we venture to predict—even at the risk of being called false prophets—that many an idle hour, which is now passed in impatience or in languor, will be henceforth innocently—if not usefully—spent. The suggestion to us seems worthy of a trial; and we know no other community in the world, in which the experiment might be so advantageously introduced, as amongst our gallant Europeans, and we trust that it will one day be so introduced.

"As 'The Mofussilite,' we believe, was the first paper in India which inserted Diagrams in Chess, it would ill become us to have remained altogether silent on the present occasion."

PROBLEM No. 1.

By Mr. E. Clare.



White Mates in five moves.

GAMES IN THE GREAT MATCH

Between Mr. STANLEY and Mr. ROUSSEAU, at New Orleans, Dec. 1845.

GAME XVI.*

White. (Mr. R.)	*Black.* (Mr. S.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. Kt. fifth (*a*)	3. P. to Q. R. third
4. B. to Q. R. fourth	4. P. to Q. Kt. fourth
5. B. to Q. Kt. third	5. K. Kt. to B. third
6. P. to Q. third	6. K. B. to Q. B. fourth
7. Castles	7. P. to Q. third
8. Q. B. to K. third	8. K. B. to Q. R. second
9. P. to K. R. third	9. P. to K. R. third
10. P. to Q. B. third	10. Castles
11. Q. to K. second	11. Q. Kt. to K. second
12. Q. Kt. to Q. second	12. Q. Kt. to K. Kt. third
13. K. Kt. to R. second	13. Q. B. to K. third
14. K. to R. square	14. P. to Q. fourth
15. P. takes P.	15. K. Kt. takes P.
16. K. B. takes Kt.	16. Q. B takes Kt. (*b*)
17. Q. Kt. to K. B. third (*c*)	17. P. to K. fifth
18. P. takes P.	18. Q. B. to his fifth
19. Q. to her second	19. Q. B. takes R.
20. K. Kt. takes B.	20. Q. takes Q.
21. Q. Kt. takes Q.	21. P. to K. B. fourth
22. B. takes B.	22. Q. R. takes B.
23. P. to K. B. third	23. P. to Q. B. fourth
24. K. P. takes P.	24. K. R. takes P.
25. Q. Kt. to K. fourth	25. Q. R. to Q. second
26. K. Kt. to K. third	26. K. R. to K. fourth
27. R. to K. square	27. P. to K. R. fourth
28. P. to Q. B. fourth (*d*)	28. P. to Q. Kt. fifth
29. K. Kt. to Q. fifth	29. Q. R. to Q. square
30. R. to Q. square (*e*)	30. Q. R. to Q. B. square
31. K. to Kt. square	31. Kt. to K. B. square
32. K. to B. second (*f*)	32 Kt. to K. R. second
33. Q. Kt. to Q. sixth	33. Q. R. to Q. B. third

* For the previous Games, see vols. vii. and viii. of this Magazine.

White. (Mr. R.)	*Black.* (Mr. S.)
34. P. to K. B. fourth	34. K. R. to K. third
35. Q. Kt. to K. B. fifth	35. K. to B. second
36. P. to K. Kt. fourth	36. P. to K. Kt. third
37. Q. Kt. to K. Kt. third	37. P. to K. R. fifth
38. Q. Kt. to K. B. square	38. K. R. to K. fifth
39. P. to Q. Kt. third	39. Q. R. to K. third
40. Q. Kt. to K. third	40. Kt. to K. B. third
41. P. to K. B. fifth	41. P. takes P.
42. Q. Kt. takes P.	42. K. R. to K. seventh (check)
43. K. to B. third	43. Kt. to K. R. second (*g*)
44. Q. Kt. takes K. R. P. (*h*)	44. Kt. to K. Kt. fourth (check)
45. K. to Kt. third	45. Kt. to K. fifth (check)
46. K. to B. fourth	46. K. R. to B. seventh (check)
47. Q. Kt. to B. third	47. Kt. to Q. B. sixth
48. R. to Q. third	48. Kt. to K. seventh (check)
49. K. to Kt. fifth	49. K. to Kt. second
50. Q. Kt. to R. fourth	50. Kt. to Q. fifth
51. K. Kt. to K. B. fourth	51. Q. R. to K. fourth (check)
52. Q. Kt. to B. fifth (check)	52. K. to B. second
53. R. takes Kt. (*i*)	53. P. takes R.
54. K. Kt. to Q. third	54. Q. R. takes Kt. (check)
55. P. takes R.	55. P. to Q. R. fourth
56. P. to Q. B. fifth (*k*)	56. R. to K. Kt. seventh (check)
57. K. to B. fourth	57. R. takes Q. R. P.
58. P. to Q. B. sixth	58. R. to Q B. seventh
59. Kt. to K. fifth (check)	59. K. to his second
60. Kt. to Q. B. fourth	60. P. to Q. R. fifth
61. P. to K. B. sixth (check)	61. K. to Q. square
62. K. to K. fifth	62. P. to Q. R. sixth
63. K. to Q. sixth	63. P. to Q. R. seventh
64. P. to K. B. seventh	64. R. to K. B. seventh
65. P. to Q. B. seventh (check)	65. K. to Q. B. square
66. Kt. to Kt. sixth (check)	66. K. to Kt. second
67. P. to Q. B. eighth (Queens) ch.	67. K. takes Kt.
68. P. to K. B. eighth (Queens) ch.	68. R. takes Q.
69. Q. takes R.	

And Black resigns, as he must lose his Q. R.'s Pawn in a move or two.

Notes.

(*a*) This variation of the K. Kt.'s opening is first given by Ruy Lopez in the second chapter of his "Libro de la Invencion liberal y arte del Juego

del Axedres." The English will find it treated of in the lately published "Chess Player's Handbook," p. 147.

(*b*) Black seems to have got more freedom of action by this development than his opponent.

(*c*) This imprudent step enables Black still farther to improve his position

(*d*) Stimulated by the loss of the exchange, White now plays some parts of the game with remarkable skill and judgment.

(*e*) Had he played on the K. B. P., Black would probably have taken the K. Kt. with his K. R.

(*f*) This march of the King is well timed.

(*g*) Better, probably, to have weakened the adversary by taking off his Pawns.

(*h*) We should have preferred playing the K. Kt. to K. third, in which case the following variation is likely to have occurred:—

44. K. Kt. to K. third	44. K. R. takes Q. R. P.
45. R. to Q. seventh (check)	45. K. to Kt. square
46. R. to K. Kt. seventh (check)	45. K. to R. square
47. K. Kt. to Q. fifth	
or P. to K. Kt. fifth	

and Black would have a very difficult game.

(*i*) This serves to dismember Black's Pawns, but looks a dangerous venture.

(*k*) It is a fact scarcely credible in connection with so important a struggle, that at this crisis of the game, Black left his Rook *en prise* of the Kt., and his opponent failed to observe the blunder.

GAME XVII.

Between the same Players.

White. (Mr. S)	*Black.* (Mr. R)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. third	4. K. Kt. to B. third
5. Q. Kt. to B. third	5. P. to Q. third
6. Q. B. to K. third	6. K. B. takes B.
7. P. takes B.	7. Q. B. to K. third
8. B. to Kt. third	8. Q. Kt. to K. second
9. Castles	9. Castles
10. K. Kt. to K. R. fourth	10. Q. to her second
11. Q. Kt. to K. second	11. P. to Q. fourth
12. P. takes P.	12. K. Kt. takes P.
13. B. takes Kt.	13. Q. Kt. takes B.
14. Q. to her second	14. P. to K. B. third

White. (Mr. S)	*Black.* (Mr. R.)
15. P. to K. fourth	15. Kt. to K. second
16. Q. Kt. to K. Kt. third	16. R. to K. B. second
17. R. to K. B. second	17. Q. R. to K. B. square
18. Q. R. to K. B. square	18. P. to K. Kt. third
19. P. to Q. R. third	19. P. to Q. B. fourth
20. P. to Q. B. third	20. P. to Q. R. fourth
21. K. Kt. to B. third	21. Kt. to Q. B. third
22. Q. Kt. to K. second (*a*)	22. Q. R. to Q square
23. Q. Kt. to Q. B. square	23. P. to Q. B, fifth
24. Q. to K. third	24. P. takes Q. P. (*b*)
25. Q. R. to Q. square	25. Q. to Q. B. second
26. K. R. to Q. second	26. K. R. to Q. second
27. Q. Kt. takes P.	27. P. to K. B. fourth
28. P. takes P.	28. B. takes P.
29. Q. Kt. to K. B. second (*c*)	29. R. takes R.
30. R. takes R.	30. R. takes R.
31. Q. takes R.	31. Q. to her second
32. Q. to K. third	32. Q. to Q. fourth
33. P. to K. Kt. fourth	33. Q. B. to his square
34. Q. to K. fourth	34. B. to K. third
35. K. Kt. to his fifth	35. K. to Kt. second
36. P. to Q. Kt. fourth	36. P. takes P.
37. R. P. takes P.	37. P. to Q. Kt. fourth
38. Kt. takes B. (check) (*d*)	38. Q. takes Kt.
39. Kt. to Q. third	39. P. to K. R. fourth
40. P. to K. R. third	40. P. takes P.
41. P. takes P.	41. P. to K. Kt. fourth
42. K. to R. square (*e*)	42. Q. to K. Kt. third
43. Q. to her fifth	43. P. to K. fifth
44. Kt. to Q. B. fifth (*f*)	44. P. to K. sixth (*g*)
45. Kt. to K. sixth (check)	45. K. to B. third (*h*)
46. Q. takes Kt. (*i*)	46. Q. to Q. Kt. eighth (check)
47. K. to Kt. second	47. Q. to Q. R. seventh (check)
48. K. to K. R. third (*k*)	48. Q. takes Kt.
49. Q. to K. B. third (check)	49. K. to his second
50. Q. to Q. Kt. seventh (check)	50. K. to B. third
51. Q. to K. B. third (check)	51. K. to Kt. third
52. Q. to K. second	52. Q. to K. fourth
53. P. to Q. B. fourth	53. P. takes P.
54. Q. takes P.	54. K. P. one
55. Q. to K. Kt. eighth (check)	55. K. to K. R. third

And Black won the game.

[*Notes.*

Notes.

(*a*) All this marching and counter-marching result from White's desire to advance his Q. P.

(*b*) Although successful in winning a Pawn, it is impossible for him to maintain the advantage long.

(*c*) Taking the K. P. would evidently have cost a Piece.

(*d*) Q. to K. second, threatening to gain the Q. Kt. P., is apparently better play.

(*e*) K. to Kt. second, we should have thought less dangerous.

(*f*) Kt. to K. fifth would have been better, we believe.

(*g*) Black plays well in thus steadily pushing on this threatening Pawn.

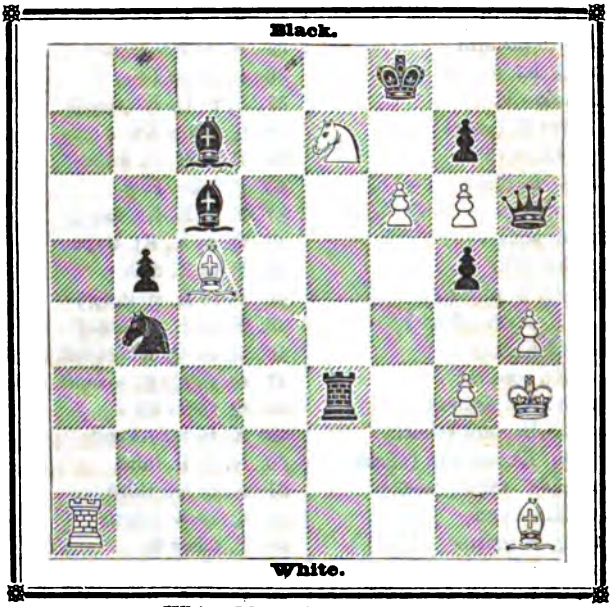
(*h*) Well conceived.

(*i*) If instead of taking the Kt. he had played Q. to B. third, Black's rejoinder would have been K. to his second.

(*k*) Had he ventured to move his King to B.'s third, Black would have won his Queen.

PROBLEM No. 2.

By Mr. E. Clare.



White Mates in seven moves.

CHESS IN GERMANY.

For the three following instructive Games we are indebted to our able contemporary, the "Berlin Schachzeitung." The first was played between Herr Eichstadt, in Wilkowo, and Herr S—ky.

Black. (Herr S—.)	*White.* (Herr E.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. B. third	4. K. Kt. to B. third
5. P. to Q. third	5. P. to Q. third
6. Castles	6. P. to K. R. third
7. Q. B. to K. third	7. B. to Q. Kt. third
8. P. to K. R. third	8. Q. B. to K. third
9. B. to Q. Kt. third	9. Q. Kt. to K. second
10. K. Kt. to R. fourth	10. Castles
11. Q. Kt. to Q. second	11. Q. to her second
12. Q. Kt. to K. B. third	12. Q. Kt. to K. Kt. third (*a*)
13. B. takes B.	13. Q. takes B.
14. K. Kt. to B. fifth	14. K. to R. second
15. B. takes B. (*b*)	15. Q. R. P. takes B.
16. P. to Q. R. third	16. Q. R. to Q. square
17. Q. to K. square	17. Q. Kt. to K. B. fifth
18. Q. to K. third	18. P. to Q. fourth
19. Kt. to Q. second (*c*)	19. P. takes K. P.
20. P. takes P.	20. R. takes Kt. (*d*)
21. Q. takes R.	21. K. Kt. takes K. P.
22. Q. to her square (*e*)	22. Q. takes Kt.
23. Q. to K. Kt. fourth	23. Q. to K. B. third
24. Q. R. to Q. square	24. P. to K. R. fourth
25. Q. to K. B. third	25. K. Kt. to K. Kt. fourth
26. Q. takes Q. Kt. P.	26. P. to K. fifth (*f*)
27. Q. R. to K. square	27. Q. to K. Kt. third
28. P. to K. Kt. third	28. Q. Kt. takes K. R. P. (check)
29. K. to Kt. second	29. Q. to K. B. fourth (*g*)
30. Q. R. to K. third	30. R. to Q. square
31. Q. to her R. sixth	31. R. to Q. seventh
32. Q. R. to K. second	32. Q. to K. B. sixth (check) (*h*)
33. K. to R. second	33. Kt. to B. 5th
34. R. to K. Kt. square	

And White mates in four moves. [*Notes.*

Notes.

(*a*) By this move, White permits his opponent to plant his Kt. at K. B. fifth, a manœuvre always to be dreaded.
(*b*) Q. to her second, seems more promising.
(*c*) A grave fault. We should rather have moved his Q. R. to Q. square.
(*d*) This is well conceived.
(*e*) Kt. to Q. fourth would have been unavailing, but Q. to her B. second appears to be better than the move in the text.
(*f*) The proper move to shut out the adverse Queen.
(*g*) Q. Kt. to K. B. fifth (check), would have ensured a speedier victory.
(*h*) Kt. to K. B. fifth (check), would have forced the game in three moves.

The following is one of the very few Games in which Bledow accepted the Gambit. His usual practice was to evade it by playing Q. B. to Q. B. 4th, as he had the greatest repugnance to expose himself unnecessarily to an attack. His efforts were always bent on becoming himself the aggressor, and directing the assault, for his genius shone infinitely more in inventing brilliant attacks than in defending himself in a critical position.

Black. (Mr. Hanstein.)	*White.* (Dr. Bledow.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. Kt. to B. third	3. P. to K. Kt. fourth
4. B. to Q. B. fourth	4. B. to K. Kt. second
5. P. to Q. fourth	5. P. to Q. third
6. P. to K. R. fourth	6. P. to K. R. third
7. P. to Q. B. third	7. P. to Q. B. third
8. Q. to her Kt. third	8. Q. to K. second
9. Castles.	9. B. to K. Kt. fifth
10. Q. Kt. to Q. second	10. B. to K. R. fourth
11. P. takes P.	11. P. takes P.
12. Kt. takes P.	12. P. to Q. fourth (*a*)
13. P. takes Q. P.	13. Q. to K. sixth (check) (*b*)
14. R. to B. second	14. Q. to K. eighth (check)
15. K. B. to his square	15. Q. Kt. to Q. second
16. P. takes P.	16. P. takes P.
17. Q. Kt. to K. B. third	17. B takes Q. Kt. (*c*)
18. Q. takes K. B. P. (check)	18. K. to Q. square
19. Q. takes K. B.	

And Wins.

Notes.

(*a*) Had he taken the Kt., Black might have captured the Q. Kt. P., getting more than an equivalent for the Piece sacrificed.
(*b*) This is not good play.
(*c*) If instead of so playing he had moved the Q. to K. second, Black would have played his Rook to K.'s second.

Between V. D. Goltz and Herr Mayet.

Black. (V. D. G.)	*White.* (Mr. M.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. P. to Q. 4th	3. P. takes P.
4. B. to Q. B. fourth	4. B. checks
5. P. to Q. B. third	5. P. takes P.
6. Castles	6. P. takes P. (*a*)
7. B. takes P.	7. K. B. to his square
8. P. to K. fifth	8. B. to K. second
9. Q. Kt. to B. third (*b*)	9. K. Kt. to R. third
10. Q. Kt. to K. fourth	10. Castles
11. Q. to her B. second (*c*)	11. P. to Q third
12. P. takes P. (*d*)	12. P. takes P.
13. Q. to B. third	13. Q. Kt. to K. fourth
14. Kt. takes Kt.	14. P. takes Kt.
15. Q. R. to Q. square	15. Q. to Kt. third
16. Q. takes K. P. (*e*)	16. Kt. to K. B. fourth
17. P. to K. Kt. fourth (*f*)	17. Q. to K. Kt. third (*g*)
18. P. to K. R. third	18. P. to K. R. fourth
19. K. to R. second	19. P. takes P.
20. K. R. to K. Kt. square	20. Kt. to K. R. fifth
21. K. R. to Kt. third (*h*)	21. Q. B. to K. third
22. B. takes B.	22. P. takes B.
23. Q. to her B. seventh	23. Q. takes Kt.
24. Q. takes B.	24. R. takes K. B. P. (check)
25. K. to Kt. square	25. R. takes B (*i*)
26. Q. takes Kt.	26. R. to Q. seventh
27. R. takes R.	27. Q. to Q. eighth (check)
28. K. to R. second	28. Q. takes Q. R. (check)
29. R. to Kt. second	29. Q. to K. B. fifth (check)
30. K. to R. square	30. Q. R. to Q. B. square

And Black surrendered.

Notes.

(*a*) The capture of the second Pawn is now acknowledged, we believe, by all good players, to be imprudent.

(*b*) This we consider far preferable to playing the Q. to her fifth. (See the Chess Player's Handbook, p. 169.)

(*c*) Hitherto the attack has been sustained by Rook, but this is Black's

own move, and it does not appear to be nearly so good as the one advised in the work just named, which is—11. Q. to her second.

(*d*) Q. R. to Q. square would have been stronger.

(*e*) Black has now apparently an irresistible attack.

(*f*) This is too impetuous. Rook to Q. third would have been much more to the purpose.

(*g*) White adroitly avails himself of the advantage presented by his opponent's last move.

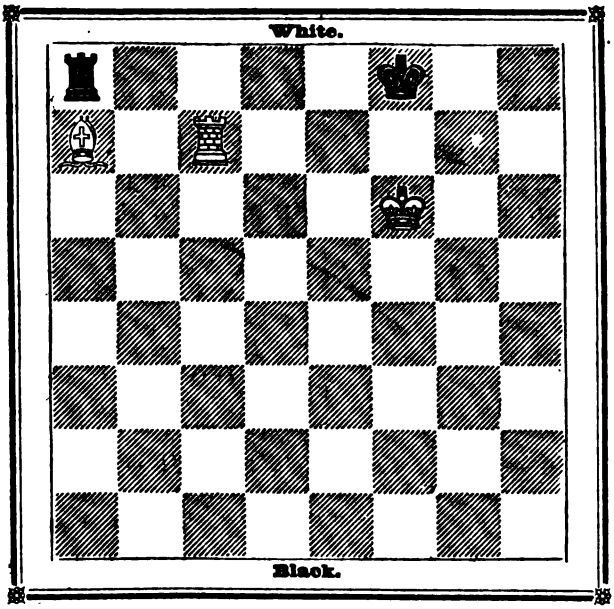
(*h*) Q. R. to Q. third is apparently a better move.

(*i*) Mr. Mayet here overlooks a very palpable mate in three moves, by first playing R. to K. Kt. seventh (check).

Subtleties for the Scientific.

No. 1.

By Mr. KLING.



White to play, and Mate in twelve moves.

CHESS IN FRANCE.

Our two next games have been kindly forwarded from France, by Mr. HARRWITZ. In both, Mr H. giving his opponent, LA CAPITAINE GUARIN, the Q. Rook.

Remove Black's Q. Rook from the board.

Black. (Mr. H.)	*White.* (La C. G.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. B. to Q. B. fourth	3. B. to Q. B. fourth (*a*)
4. P. to Q. fourth	4. B. to Q. Kt. third
5. Q. B. takes P.	5. K. Kt. to K. second
6. Q. Kt. to B. third	6. P. to Q. third
7. Q. B. to K. Kt. fifth	7. Castles
8. K. Kt. to B. third	8. P. to Q. B. third
9. Castles	9. Q. B. to K. Kt. fifth
10. Q. Kt. to K. second	10. P. to Q. fourth
11. P. takes Q. P.	11. P. takes P.
12. B. takes Kt.	12. Q. takes B.
13. B. takes Q. P.	13. Q. Kt. to B. third
14. P. to Q. B. third	14. Q. R. to Q. square
15. B. to Q. Kt. third	15. Kt. to Q. R. fourth (*b*)
16. B. to Q. B. second	16. K. to R. square
17. Q. Kt. to K. Kt. third	17. Kt. to Q. B. fifth
18. R. to K. square	18. Q. to her B. second
19. Q. to her B. square	19. B. takes Kt.
20. P. takes B.	20. Q. to her second (*c*)
21. Q. to K. Kt. fifth	21. P. to K. Kt. third
22. R. to K. fourth (*d*)	22. P. to K. B. fourth
23. R. to K. seventh	23. Q. to her fourth
24. Kt. takes B. P.	24. R. takes Kt.
25. B. takes R.	25. Q. takes B. (*e*)
26. Q. to K. R. sixth	

And wins.

Notes.

(*a*) This is an unpromising beginning. We suspect Mr. Harrwitz finds the players at odds, on the Continent, much less troublesome competitors than they are here.

(*b*) Kt. to K. fourth would have been far better.

(*c*) Here, also, Kt. to K. fourth would have been more embarrassing.

(*d*) Black plays the terminating moves with all his well known ingenuity.

(*e*) A fatal error. He should have taken the Q. P. with his Bishop, checking.

Between the same players.

Remove White's Q. Rook from the board.

White. (Mr. H.)	*Black.* (La C. G.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. Kt. to B. third	3. B. to Q. B. fourth (*a*)
4. P. to Q. fourth	4. B. to Q. Kt. third
5. B. takes P.	5. K. Kt. to K. second
6. P. to Q. B. fourth	6. P. to Q. B. third
7. P. to Q. B. fifth	7. B. to Q. B. second
8. P. to K. fifth	8. Kt. to Q. fourth
9. Q. B. to K. Kt. third	9. Q. Kt. to R. third
10. P. to Q. R. third	10. P. to Q. Kt. third
11. P. to Q. Kt. fourth	11. P. takes P.
12. Q. Kt. P. takes P.	12. B. to Q. R. fourth (check)
13. K. to B. second	13. Q. Kt. to B. second
14. Q. B. to K. R. fourth	14. K. Kt. to K. second (*b*)
15. K. B. to Q. B. fourth	15. Q. Kt. to Q. fourth
16. K. B. to Q. third	16. P. to K. R. third
17. Q. Kt. to Q. second	17. B. takes Q. Kt.
18. Q. takes B.	18 P. to Q. R. fourth
19. P. to K. Kt. fourth	19. B. to Q. R. third
20. B. to Q. Kt. square	20. P. to Q. R. fifth
21. P. to K. Kt. fifth	21. B. to Q. Kt. fourth
22. P. to Kt. sixth	22. Q. to Q. R. fourth
23. P. takes P. (check)	23. K. takes P.
24. Q. to Q. B. second	24. Q. to B. sixth
25. P. to K. sixth (check) (*c*)	25. K. to his square
26. P. takes P. (check)	26. K. to Q. square
27. B. takes Kt. (check)	27. K. to Q. B. second
28. P. to Q. eighth becomes a Q. (ch.	28. Q. R. takes Q.
29. B. takes R. (check)	29 R. takes B.
30. Q. takes Q. (*d*)	30 Kt. takes Q.

And White ultimately won the game.

Notes.

(*a*) The ill consequences of this move are so evident, that a persistance in making it, seems to us like infatuation.

(*b*) Black's forces are, for the most part, locked up, through his ill-judged opening.

(*c*) All this is extremely well-played, for the purpose of avoiding the exchange of Queens. If Black take the P., the Kt. comes into effective operation immediately.

(*d*) White has managed to equalize the forces, and can now exchange Queens with impunity.

CHESS IN THE METROPOLIS.

The next two interesting games, which we owe to Mr. Medley, were played between that gentleman and Mr. HARRWITZ. (In both, Mr. H. gave the odds of the Pawn and two moves.)

(Remove White's K. B. P. from the board.)

White. (Mr. M.)	*Black.* (Mr. H.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. P. to K. third
3. P. to Q. B. fourth	3. P. to Q. B. fourth
4. P. to Q. fifth	4. P. to Q. third
5. K. B. to Q. third	5. K. B. to K. second
6. Q. Kt. to B. third	6. K. B. to his third
7. P. to K. B. fourth	7. Q. Kt. to R. third
8. K. Kt. to B. third (*a*)	8. B. takes Q. Kt. (check)
9. P. takes B.	9. K. Kt. to K. second
10. Castles	10. Castles
11. Kt. to his fifth	11. Q. Kt. to B. second
12. Q. to K. R. fifth	12. P. to K. R. third
13. P. to K. fifth	13. K. Kt. to B. fourth
14. Kt. takes K. P.	14. B. takes Kt.
15. P. takes B.	15. K. Kt. to K. second
16. P. to K. B. fifth	16. P. takes K. P.
17. B. to K. fourth	17. Q. to K. square
18. Q. to K. R. fourth	18. Q. R. to Q. square
19. Q. B. to K. third	19. P. to Q. Kt. third
20. Q. R. to Q. square (*b*)	20. K. R. to B. third
21. R. takes R.	21. Q. takes R.
22. Q. to K. Kt. fourth (*c*)	22. Q. Kt. to K. square
23. R. to Q. square	23. Q. Kt. to Q. third
24. Q. B. to K. B. second	24. Q. to her Kt. square
25. Q. B. to K. R. fourth	25. Kt. takes K. B.
26. Q. takes Kt.	26. R. takes B. P. (*d*)
27. B. takes Kt.	27. R. to K. B. fifth
28. Q. takes R.	28. P. takes Q.
29. R. to Q. eighth (check)	29. Q. takes R.
30. B. takes Q.	

And White wins.

Notes.

(*a*) He should have pushed on his K.'s P., a move which, at this stage, would have been destruction to Black's game.

(*b*) P. to K. B. sixth, would have been irresistible, it appears to us.

(*c*) Purposing to take the K. R. P., and then play P. to B. sixth.

(*d*) P. to K. Kt. fourth, would probably have saved the Piece, but Black's game would still have been in jeopardy.

Between the same players, at the same odds.

(*Remove Black's K. B. P. from the board.*)

White. (Mr. M.)	*Black.* (Mr. H.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. P. to Q. third
3. P. to K. B. fourth	3. P. to K. third
4. K. Kt. to B. third	4. K. Kt. to R. third
5. K. B. to Q. third	5. K. B. to K. second
6. Castles	6. Castles
7. P. to Q. B. fourth	7. P. to Q. B. third
8. Q. Kt. to B. third	8. K. Kt. to B. second
9. Q. B. to K. third (*a*)	9. Q. Kt. to R. third
10. Q. R. to Q. B. square	10. Q. to Q. Kt. third
11. Q. to her second	11. Q. B. to Q. second
12. Q. to K. B. second	12. Q. R. to K. square
13. P. to K. R. third	13. Q. to Q. R. fourth
14. K. to R. second	14. Q. Kt. to Kt. fifth
15. K. B. to Q. Kt. square	15. Q. to Q. B. second
16. P. to Q. R. third	16. Kt. to Q. R. third
17. P. to Q. fifth	17. K. P. takes P.
18. Q. B. P. takes P.	18. P. to Q. B. fourth
19. Q. to her B. second	19. P. to K. Kt third
20. Q. to K. B. second	20. P. to Q. Kt. third
21. K. B. to Q. third	21. Q. Kt. to Q. Kt. square
22. Q. to K. Kt. third	22. K. B. to his third
23. P. to K. R. fourth (*b*)	23. K. Kt. to R. third
24. Q. B. to Q. second (*c*)	24. K. B. to Kt. second
25. K. B. to Q. B. fourth	25. Kt. to Kt. fifth (check)
26. K. to Kt. square	26. B. takes Kt.
27. Q. B. takes B.	27. R. takes K. P.
28. Q. B. to Q. second	28. P. to Q. Kt. fourth
29. B. to Q. third	29. Q. R. to K. second
30. K. Kt. to Q. fourth (*d*)	30. Q. to her Kt. third
31. Kt. to K. sixth	31. P. to Q. B. fifth (dis. check)
32. K. to R. square	32. B. takes Kt.
33. P. takes B.	33. K. Kt. to B. third
34. K. B. to Q. Kt. square	34. R. takes P.
35. P. to K. B. fifth	35. K. Kt. to R. fourth
36. Q. to K. Kt. fourth	36. Q. R. to K. B. third
37. Q. B. to his third	37. Q. R. to K. B. second

White. (Mr. M.)	*Black.* (Mr. H.)
38. K. R. to B. third	38. Kt. to K. B. third
39. Q. to K. Kt. fifth	39. Q. Kt. to Q. second
40. P. takes P.	40. P. takes P.
41. Q. takes K. Kt. P. (*e*)	41. Q. R. to Q. Kt. second
42. Q. to K. B. fifth	42. P. to Q. fourth
43. P. to K. R. fifth	43. P. to Q. fifth
44. Q. B. to Q. Kt. fourth	44. K. R. to K. square
45. P. to K. R. sixth	45. K. R. to K. fourth
46. Q. to K. B. fourth	46. Q. R. to K. Kt. fifth
47. P. to K. R. seventh (check)	47. K. to R. square
48. Q. to K. R. second	48. K. R. to K. seventh
49. K. R. to K. Kt. third	49. P. to Q. R. fourth
50. Q. B. to K. square	50. Q. to her third
51. K. B. to his fifth	51. R. takes Q. B. (check)
52. R. takes R.	52. Q. takes R.
53. Q. takes Q.	53. R. takes Q.
54. B. takes Kt.	54. Kt. takes B.
55. R. to K. eighth (check)	55. K. takes P.

And wins.

Notes.

(*a*) White's forces now form a phalanx alike imposing and symmetrical.
(*b*) P. to K. fifth, promises more.
(*c*) But why not advance the K. B. P., which seems to us to involve the utter destruction of Black's position?
(*d*) This move is not so good as it looks.
(*e*) Taking with the B., would have given White an irresistible attack.

This promising little game recently played by two young Members of the Ladies' Chess Club at Kennington, has, at least, the advantage of novelty to recommend it, since, if we mistake not, it is the only one in which the opponents were of the softer sex which has ever been published.

White. (Miss C.)	*Black.* (Miss M.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. P. to Q. fourth (*a*)
5. B. takes Q. P.	5. Q. Kt. takes P.
6. Kt. takes K. P.	6. Kt. takes B.
7. P. takes Kt.	7. B. to Q. fifth (*b*)

White (Miss C.)	*Black.* (Miss M.)
8. Q. to K. R. fifth	8. Q. to K. B. third
9. Castles	9. B. takes Q. R.
10. P. to Q. B. third	10. Q. B. to K. B. fourth (*c*)
11. P. to K. B. fourth	11. B. takes Kt.
12. B. to Q. R. third	12. B. takes Q. B. P.
13. P. takes B.	13. B. takes Q. R. P.
14. P. to Q. B. fourth	14. Kt. to K. second
15. B. to Kt. second	15. Castles on K.'s side
16. B. to Q. fourth	16. B. takes P.
17. Kt. takes B.	17. Q. takes B. (check)

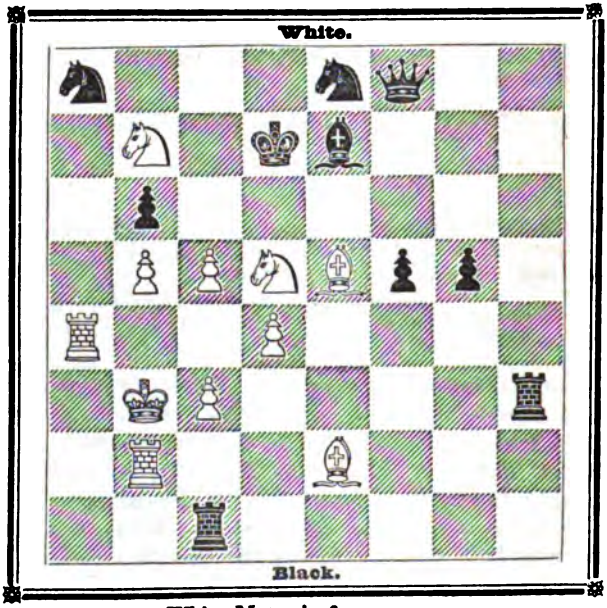
And Black won the game.

Notes.

(*a*) This ingenious mode of evading the dangerous attack of the Evans Gambit, is treated of at p. 378 of our last volume.
(*b*) The best move.
(*c*) Very well played.

PROBLEM No. 3.

By Mr. M'G—r.



White Mates in four moves.

ON THE BISHOP'S GAMBIT,

By Von H. Der Laza.

The validity of the ordinary defence of the Bishop's Gambit has recently been again called in question at a still more advanced stage of the opening than the variation of Stanley and Schulten. The idea of the mode of attack to which we allude belongs to Petroff, and may be found in Jaenisch, vol. ii. 299, Bilguer, 348, and Walker, 299 (ed. of. 1846). These authors agree in considering the result in favour of the second player.

We give the moves from which the new variations arise :

1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. B. to Q. B. fourth	3. Q. to K. R. fifth (check)
4. K. to B. square	4. P. to K. Kt. fourth
5. Q. Kt. to B. third	5. B. to K. Kt. second
6. P. to Q. fourth	6. P. to Q. third
7. P. to K. fifth	7. P. takes P.
8. Kt. to Q. fifth	8. K. to Q. square
9. P. takes P.	9. B. to Q. second
10. Kt. to K. B. third	10. Q. to K. R. fourth
11. P. to K. R. fourth	11. P. to K. R. third

Whether Black's last move is forced need not now be examined. White might have played P. to K. R. fourth several moves before compelling his adversary to reply by P. to K. R. third. We thus, by transposing the order of the moves, get at our present position.

12. K. to K. Kt. square	12. Q. to K. Kt. third
13. P. takes P.	13. P. takes P.
14. R. takes R.	14. B. takes R.

Instead of now playing 15. Q. to K. square, to which the correct reply is 15. B. to K. Kt. second or K. to Q. B. square (See Walker's Studies, No. 828, and Bilguer, 345 and 352), Petroff makes a bold but extremely ingenious sacrifice, 15. K. Kt. takes P. The Knight must be taken, for if Black instead takes K. P. with B., White can take the doubled P. with Q. Kt., and have the advantage. To our knowledge, only one game has hitherto been published in which this sacrifice was made and proved successful. This game, which we borrow from the Palamede of last June, with the remarks of M. St. Amant, was played by Messrs. Walker and Medley against Messrs. Perigal and Von Carnap, in London. The defence failed from a bad move having been made: the correct mode of play had already been pointed out by Jaenisch, ii. 204. M. St. Amant does not consider even this as satisfactory, and believes the attack gets the best of it. Let us give the actually played game first.

15. K. Kt. takes P.	15. Q. takes K. Kt.
16. Q. B. takes P.	16. Q. to K. Kt. third
17. P. to K. sixth	17. P. takes P.
18. Kt. takes Q. B. P.	18. P. to K. fourth
19. Kt. to K. sixth (check)	19. K. to K. square

Here the Palamede remarks the correct move is K. to K. second, as given

in Jaenisch. We shall afterwards endeavour to prove that Jaenisch's move should enable Black to win.—

20. Q. to Q. sixth	20. Q. B. takes Kt.
21. B. takes B.	21. K. Kt. to K. second

The Black Q. was in danger from the check of the White Bishop.

22. Q. B. takes K. P.	22. B. takes B.
23. Q. takes B.	23. Q. to K. R. third
24. R. to Q. square	24. Kt. to Q. R. third
25. B. to Q. seventh (check)	25. K. to Q. square

26. B. to Q. R. fourth (check), and wins eventually.

The Palamede again remarks that B. to Q. B. sixth would lead to a speedier termination, as the White Queen would be cut off from Q. Kt. third, where she can give check.

We return now to Black's correct move—

	19. K. to K. second

In this position, if White play 20. B. to K. Kt. fifth (check), Black can interpose, and will be able to develope his game gradually. St. Amant proposes 20. B. to K. third, and maintains the Knight posted at K. sixth is in no immediate danger. We shall first establish this important point.

20. B. to K. third	20. Q. B. takes Kt.
21. B. to Q. B. fifth (check)	21. K. to B. second

K. to B. third or K. to K. square would evidently be bad for Black, on account of 22. Q. to Q. sixth.

22. Q to K. B. third (check)	22. Kt. to K. B. third

This is better for Black than B. to K. B. third or Q. to K. B. third. White would reply to either by 23. Q. takes Q. Kt. P. (check.) If, finally, Black play 22. K. to K. Kt. second, he loses his Q. by 23. B. to K. B. eighth (check), and then 24. B. to Q. third.

23. B. takes B. (check) *	23. K. takes B.
24. Q. to Q. Kt. third (check)	24. Kt. to Q. fourth

The King does not go to Q. second, on account of, 25, Q. takes Q. Kt. P., and, if he went to K. B. square, he would be mated almost immediately.

25. K. to Q. square	25. Q. to K. fourth

White has now all his remaining forces in action, and gets the advantage by taking Q. Kt. P. If Black then play Q. Kt to Q. second, he loses it without improving his position. The Palamede makes White play 26. Q. to K. R. third, (check,) the result of which does not appear so favourable for him.†

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* 23. Q. takes Q. Kt. P. (check) appears at least as effective—Ed. of C. P. C.

† St. Amant thus continues the game:—

26. Q. to K. R. third (check)	26. K. to K. B. second
27. Q. takes K. B.	27. Q. Kt. to Q. second

and considers Black's game as hopeless. This does not however appear to be the case—for in the first place, the Rook can only be won in exchange for the Q. B. Black will then have two Knights against a Rook, and one of them posted on K. B. fifth, in conjunction with the Queen, threatens to become very troublesome to

Having convinced ourselves Black cannot win a second piece, the question arises, what ought his twentieth move to be? He must prevent the check at his Q. B. fourth: the Palamede notices two moves for this purpose—20. P. to Q Kt. third, and 20. Kt. to Q. R. third; but remarks on the first of these, White can play, 21. Kt. to Q. B. seventh, saving his Kt., and winning the exchange at least: that, moreover, Black's game is broken up, and his adversary has the advantage. We venture to entertain a different opinion from the French Periodical, and direct attention also to the weakness of White's position. Let us look at the remaining forces of both, to enable us to pronounce on the relative strength of the games. White has a Pawn more, but Black has two minor pieces for a Rook. Winning the Rook for the Knight is not sufficient to equalize the forces, two minor pieces are considered equal to a Rook and two Pawns; but if White does not lose his Kt. on Q. R. eighth, but is able to capture with it the Pawn at his Q. Kt. sixth, he will perhaps get the advantage. Black must therefore instantly bring some piece to bear on his Q. R. square. It seems natural for him to play for this purpose, 21. B. to Q. B. third; but it is rendered ineffective by White's playing, 22. B to Q. fifth. Black must first therefore play Kt. to K. B. third, and then his B. to Q. B. third. Let us recapitulate the last moves:—

20. B. to K. third	20. P. to Q. Kt. third
21. Kt. to Q. B. seventh	21. Kt. to K. B. third
22. Kt. takes R.	22. B. to Q. B. third

which would also have been Black's move, had White played 22. Q. to Q. second. * White must now defend his K. Kt. P., and the position of his King is therefore not quite free from danger, as Black can keep up the attack, by playing Kt. to K. Kt. fifth, followed by Q. to K. R. fourth, &c. Under these circumstances it appears to us Black's position is about as good as his adversary's, and he has the advantage in force. The defence is satisfactory, and Petroff's attack may be pronounced hazardous.

To complete this analysis we subjoin the Variations that have been already

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White. If White then declines taking the Rook, the following moves will probably take place:—

28. Q. to K. R. fifth (check)	28. K. to K. third
29. Q. to K. R. third (check)	29. Q. to K. B. fourth
30. Q. takes Q. (check)	30. K. takes Q.
31. R. takes Kt.	31. Kt. to K. B. third

and afterwards, R. to Q. B. square; and to say the least, White has no advantage. White may however play differently on his thirtieth move, which we mention on account of its resemblance to the leading Variation:—

30. Q. to Q. Kt. third	30. Kt. to K. B. third
31. Q. takes Q. Kt. P.	31. Q. takes Q. B. P.
32. Q. to Q. B. sixth (check)	32. K. to K. B. fourth
33. R. to K. B. square (check)	33. K. to K. Kt. third

and Black preserves his advantage.

* It is not often we have occasion to differ from the conclusions of this eminently able critic; at the present stage of the variation, however, it appears to us, that, if on White's playing 22. Q. to Q. second, Black answers with 22. B. to Q. B. third; White has only to move, 23. R. to Q. square, to obtain an attack which is quite irresistible.—Ed. of C. P. C.

given in Bilguer and Jaenisch, in which these authors make White take the Rook on his nineteenth move.

19. Kt. takes Q. R.	19. P. takes Q. B.
20. B. takes K. Kt.	20. Q. takes B.

If White play 20. Q. to Q. fifth, Black may reply by 20. Kt. to K. second; if then, 21. Q. takes Q. Kt. P., Black plays 21. B. to Q. fifth (check), 22. K. to B. square, 22. Q. Kt. to B. third, and threatening Q. to K. Kt. sixth,* and has evidently the advantage.

21. Q. to Q. sixth	21. Q. Kt. to R. third
22. R. to Q. square	22. Q. to K. B. second
23. P. to Q. Kt. fourth	23. Q. to K. second
24. Q. takes K. B. P.	24. Q. takes Q. Kt. P.
25. Q. to K. B. seventh	25. Q. to K second
26. Q. to K. Kt. eighth	26. Q. to K. square
27. Q. to K. Kt. fifth (check)	27. K. to Q. B. square

and White must lose.

In conclusion, permit me to add a remark for the general interest of the theory of Chess and its logical development. In an article in the "Chess Chronicle" of October 1844, I replied to an enumeration of contradictions of well-known Chess writers, to be found in p. 55, 144, of the same periodical, of the same year, and remarked "that it were desirable there were more accordance between the assertions and demonstrations of writers on the game, for in this respect, with the exception of Bilguer, Jaenisch is alone consistent." Now we have again an assertion in the Palamede of 1847, p. 102, in contradiction, with an analysis, p. 275, without the former being altered or supported by further reasons. Page 275, every gambit accepted is declared a lost game. The move 2. P. to K. B. 4th, is only a fancy move for the pleasure of the spectators, particularly in giving odds. Our periodical speaks of the gambit, 1846, p. 184, and 1847, p. 229, in a more serious style, but agrees in the main with the Palamede, that in the present state of the theory the gambit pawn can be maintained. But as the first fourteen moves of the Bishop's Gambit, given above in Petroff's variation, are considered as the best for Black, though they are not to be found in Calvi's lessons, the possibility of defending the Gambit Pawn is rested on them. This mode of play was given by Labourdonnais in his Treatise, 1833, after Walker, and is also found in the Palamede of 1837, p. 247, in a game there recorded. Now by St. Amant's continuation of Petroff's variation to the advantage of the first player, the result of the Bishop's Gambit is again rendered doubtful, and as no other defence is given or hinted at, the Palamede, as already mentioned, is in contradiction with itself. This contradiction we have set aside by the above analysis, and inserted it only for the purpose of calling on Chess authors never to pull down the existing walls without propping up the roof of the edifice, unless, indeed, they wish to lay the foundations anew, and rear another structure instead of the old.

V. H. L.

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* Or rather, P. to K. B. sixth, a much stronger move. White, however, would of course prevent either, by checking with the Q., and then taking the Pawn. Ed. of C. P. C.

GRAND MATCH BY CORRESPONDENCE,

Between the London and Amsterdam Chess Clubs.

The following communication was forwarded to Mr Staunton by the members of the Chess Club at Amsterdam, with a request that he would exert his influence to promote the match, and add to its interest by taking part in the contest:—

"Amsterdam, Jan. 3, 1848.

"The members of the Philidor Chess Club of this city, although fully convinced of the superiority of the leading Chess players of your capital, and the unequal chances of a contest with your Club, but desirous of deriving some benefit from the skill and ingenuity of English players, herewith do themselves the pleasure of inviting your members to a single or double Game at Chess, by correspondence, for a certain stake, the amount of which to be respectively deposited at a London and Amsterdam banker's.

"Should you be disposed to accept this match, we expect to ascertain from you the amount of the stake you wish to play for, and the chief conditions upon which matters can be finally arranged; and request, at all events, an early reply to this communication.

"We remain, respectfully, your very obedient servants,

"The Committee of the Philidor Chess Club.

"E. Mohr, President.

"To the Principal Chess Club, London."

Our Subscribers will be gratified to learn that this bold challenge from the Chess Club of Amsterdam has been accepted by the London Chess Club, and hostilities may be expected to commence forthwith. The terms proposed by the latter are, that one game only shall be played, and that for a stake of one hundred guineas a side.

The conduct of the match on the London side will be entrusted mainly to Mr. Horwitz, assisted by two able coadjutors, Messrs. Slous and Perigal, or Walker and Perigal; and it is calculated that a move on each side will be made every week. Some expressions of regret have reached us that the chief English players, Messrs. Staunton and Buckle, or Lewis and Fraser, have not undertaken the contest. The cause is simply that the two former have not sufficient leisure to devote to it, and the latter have long given up the practice of the game. The match, however, is in very good hands, and, with proper care and industry on the part of those engaged, we have not much apprehension of the result.

Calvi's Lessons will be resumed in our next number—commencing with the third section—the Bishop's Gambit.

SOLUTIONS TO PROBLEMS, Nos. 201 to 208.

(See Nos. 51 & 52 of our last volume.)

No. 201.

White.	*Black.*
1. Q. to Q. seventh (check)	B. to K. B. fourth
2. Q. takes R.	Kt. takes Q.
3. B. checks at K. second, takes the interposed Queen, and then mates with Knight at Q. fifth	

No. 202.

White.	*Black.*
1. R. to K. R. fourth (check)	K. takes R.
2. P. to K. Kt. third (check)	K. takes P. *
3. B. to R. second	

Drawn.

* If Q. take P., B. to B. second equally draws the game.

No. 203.

White.	*Black.*
1. P. to K. Kt. fourth	K. to K. third
2. B. takes Kt.	K. takes B.
3. K. takes P.	P. one
4. B. to Q. second, and afterwards ates with Q. B. Pawn.	

No. 204.

White.	*Black.*
1. B. to Q. B. sixth (dis. check)	K. takes R.
2. Kt. to B. fifth (check)	K. to B. fourth
3. B. to K. B. second, and play as Black can, White mates next move.	

No. 205.

White.	*Black.*
1. B. to K. R. second.	P. to Kt. third
2. Kt. to Kt. third	K. to K. fourth
3. Kt. to K. fourth (dis. check)	K. to Q. fifth
4. Kt. to Q. second, and then moves it to Q. Kt. third, giving double check and mate.	

No. 206.

White.	*Black.*
1. Q. takes B. P.	R. to K. Kt.
2. Q. to K. R. sixth	B. to K. fifth
3. Kt. takes R., and mates next move.	

No. 207.

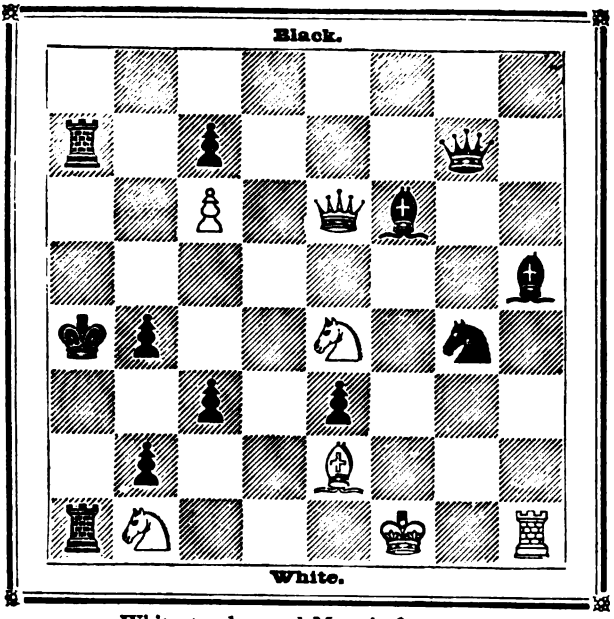
White.	*Black.*
1. Q. to Q. sixth (check)	K. takes R. (best)
2. Q. checks at K. fifth—Q. B. third, and mates at K. B. third.	

No 208.

White.	*Black.*
1. P. to K. B. fourth (check)	K. to Q. third
2. P. to Q. B fifth (check)	K. to K. third
3. B. to Q. fifth (check)	K. takes B.
4. R. to K. second, and must mate next move with Rook or Kt.	

PROBLEM No. 4.

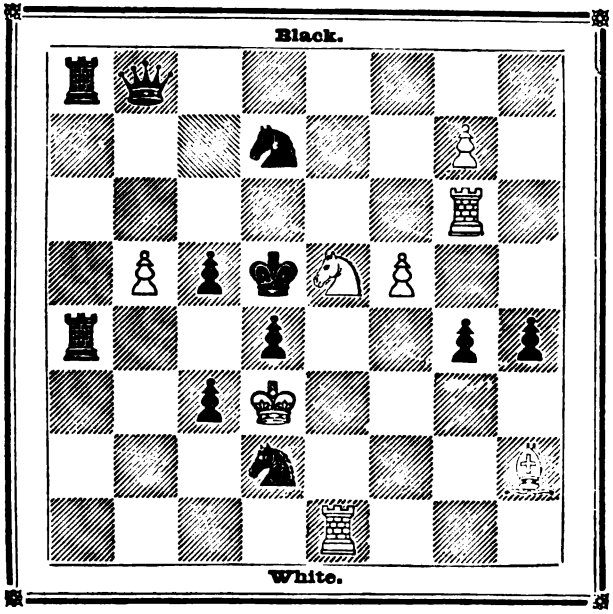
By Mr. Woodward.



White to play, and Mate in five moves.

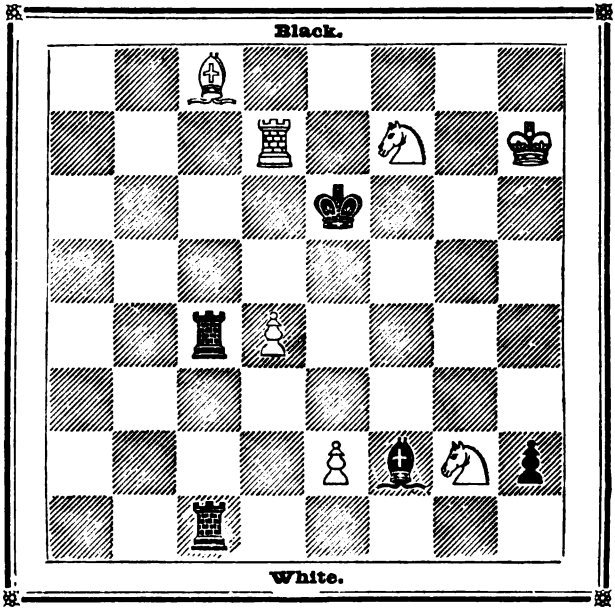
PROBLEM, No. 5.

By Mr. Woodward.



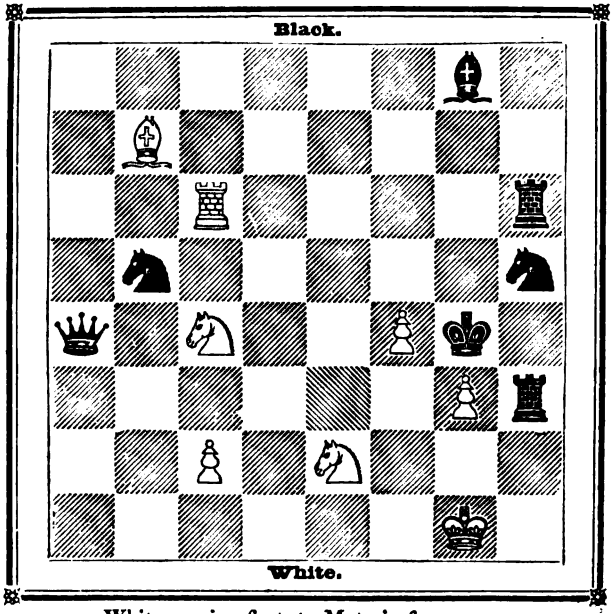
White to play, and Mate in six moves.

PROBLEM No. 6.
By S. H. W.



White to play, and Mate in five moves.

PROBLEM No. 7.
By S. H. W.



White moving first, to Mate in four moves.

CHESS IN PARIS.

Game played between Messrs. KIESERITZKIJ and B. GRENVILLE.

White. (Mr. G.)	*Black.* (Mr. K.)
1. P. to K. fourth	1. P. to Q. third
2. P. to Q. fourth	2. P. to K. B. fourth
3. K. B. to Q. third	3. P. takes P.
4. B. takes P.	4. K. Kt. to B. third
5. B. to Q. third	5. Q. Kt. to B. third
6. P. to Q. B. third	6. P. to K. fourth
7. K. Kt. to K. second	7. K. Kt. to Kt. fifth
8. Castles	8. Q. to K. R. fifth
9. P. to K. R. third	9. P. to K. R. fourth
10. B. to K. Kt. sixth (check)	10. K. to Q. square
11. Q. Kt. to Q. second	11. Q. Kt. to K. second
12. Q. Kt. to K. B. third	12. Q. to K. B. third
13. B. to Q. B. second	13. P. to K. fifth
14. B. takes P.	14. Q. B. to K. B. fourth
15. B. takes B.	15. Q. takes B.
16. Q. Kt. to K. Kt. third	16. Q. to K. Kt. third
17. P. takes Kt.	17. P. takes P.
18. K. Kt. to Kt. fifth	18. R. to K. R. fifth
19. Q. to K. second	19. K. to Q. second
20. Q. to Q. Kt. fifth (check)	20. K. to Q. B. square
21. B. to K. B. fourth.	21. P. to Q. B. third
22. Q. to K. second	22. Kt. to Q. fourth
23. Q. to K. sixth (check)	23. Q. takes Q.
24. Kt. takes Q.	24. Kt. takes B.
25. Kt. takes Kt. (*a*)	25. K. R. to R. third
26. Q. R. to K. square	26. K. to Q. second
27. P. to Q fifth	27. K. R. to B. third
28. K. Kt. to R. fifth	28. K. R. to R. third
29. P. takes P. (check)	29. P. takes P.
30. Q. R. to K. fourth	30. K. R. to Kt. third
31. K. R. to K. square	31. P. to Q. fourth

White. (Mr. G.)	*Black.* (Mr. S.)
32. Q. R. to K. B. fourth	32. K. to Q. B. second
33. Q. R. to B. seventh (check)	33. K. to Q. Kt. third
34. K. Kt. to K. B. fourth	34. K. R. to R. third
35. K. R. to K. sixth	35. B. to Q. third
36. R. takes R.	36. P. takes R.
37. R. to K. B. sixth	37. B. to K. fourth
38. R. to K. B. fifth	38. R. to K. square
39. K. Kt. to K: second	39. P. to Q. R. fourth
40. K. to B. square	40. P. to Q. R. fifth
41. R. to K. R. fifth	41. P. to Q. R. sixth
42. P. takes P.	42. B. to Q. third
43. R. takes K. R. P.	43. B. takes P.
44. K. Kt. to Q. fourth	44. R. to Q. B. square (*b*)
45. R. to K. Kt. sixth	45. B. to B. fourth
46. Q. Kt. to K. second	46. B. takes Kt.
47. Kt. takes B.	47. K. to Kt. second.
48. P. to K. Kt. third	48. P. to Q. B. fourth.
49. Kt. to Kt. fifth	49. R. to Q. R. square
50. P. to Q. R. third	50. R. to R. fourth
51. P. to Q. B. fourth.	51. P. takes P.
52. Kt. to Q. sixth (check)	52. K. moves
53. Kt. takes P.	53. R. to R. fifth
54. R. takes K. Kt. P.	

Black resigns.

Notes.

(*a*) Having now a clear Piece superiority, and certainly as good a position as his opponent, White sails before the wind.

(*b*) The prolongation of such a game is only lost time.

Game played between Messrs. HARRWITZ and B. GREVILLE.

White. (Mr. G.)	*Black.* (Mr. H.)
1. P. to Q. fourth	1. P. to Q. fourth
2. P. to Q. B. fourth	2. P. takes P.
3. P. to K. third	3. Q. B. to K. third

White. (Mr. G.)	*Black.* (Mr. H.)
4. Q. Kt. to B. third	4. P. to Q. B. third
5. P. to Q. R. fourth	5. Q. Kt. to Q. second
6. P. to Q. R. fifth	6. P. to Q. Kt. fourth
7. P. takes P. in passing	7. P. takes P.
8. R. takes R.	8. Q. takes R.
9. K. Kt. to K. second	9. P. to K. B. fourth
10. K. Kt. to Kt. third	10. K. Kt. to B. third
11. K. B. to K. second	11. P. to Q. Kt. fourth
12. K. B. to B. third	12. Q. to Q. B. square
13. Castles	13. P. to K. Kt. third
14. P. to K. fourth	14. P. takes P.
15. Q. Kt. takes P.	15. B. to Q. fourth
16. Kt. takes Kt.	16. Kt. takes Kt.
17. K. R. to K. square	17. P. to K. third
18. Q. B. to Kt. fifth	18. K. B. to Kt. second
19. Q. to K. second	19. K. to B. second
20. Q. to K. third	20. R. to K. square
21. Q. to K. B. fourth	21. Q. to Q. second
22. Kt. to R. fifth	22. P. takes Kt.
23. B. takes P. (check)	23. K. to K. second
24. B. takes R.	24. Q. takes B.
25. R. to R. square	25. Q. to Q second
26. Q. to Kt. eighth (*a*)	26. Q. to K. square
27. R. to R. seventh (check)	27. K. to B. square
28. Q. to Kt. seventh	28. Q. to Q. second
29. Q. takes Q.	29. Kt. takes Q.
30. R. takes Kt.	30. B. takes P.
31. B. to B. square	31. K. to Kt. square
32. K. to B. square	32. P. to Q. B. fourth
33. P. to K. B. fourth (*b*)	33. P. to Q. Kt. fifth
34. P. to K. Kt. third	34. Q. B. to K. fifth
35. K. to K. second	35. B. to K. B. fourth
36. K. to B. third	36. P. to K. R. fourth
37. K. to K. second	37. K. to B. square
38. R. to Q. B. seventh	38. B. to Q. sixth (check)
39. K. to K. square	39. P. to Q. B. sixth
40. P. takes P.	40. B. takes P. (check)
41. K. to Q. square	41. P. to Q. B. fifth
42. B. to Q. second	42. B. takes B.
43. K. takes B.	43. P. to Q. Kt. sixth
44. K. to B. third	44. B. to K. seventh

White. (Mr. G.)	*Black.* (Mr. H.)
45. R. to Q. B. fifth	45. K. to K. second
46. R. to K. fifth (*c*)	46. B. to Q. sixth
47. R. takes R. P.	47. K. to B. third
48. R. to K. fifth	48. B. to Kt. third
49. P to Kt. fourth	49. B. to Q. sixth
50. P to R. fourth	

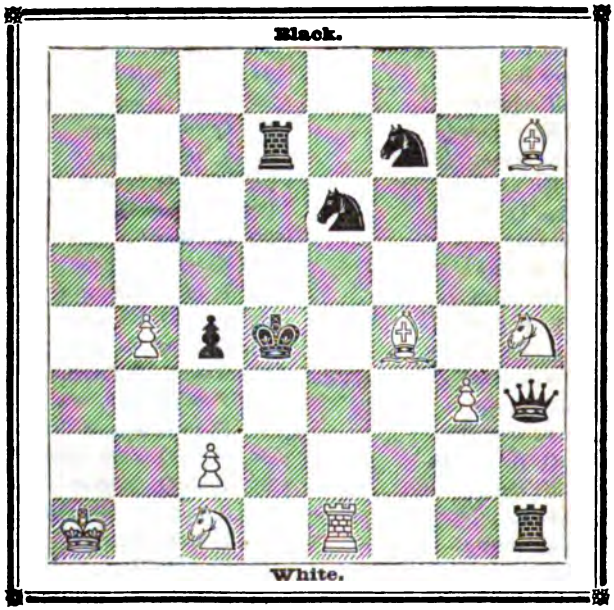
After a few more moves Black resigned.

Notes.

(*a*) All this, from the sacrifice of the Kt., is well played.
(*b*) This is not a good move.
(*c*) Well played. This must win a Pawn at least.

PROBLEM No. 8.

By Mr. Woodward.



White to play, and Mate in five moves.

CHESS IN THE METROPOLIS.

The two following games form a portion of the match now pending between Mr. E. WILLIAMS and Mr. C. KENNY. The former giving the odds of Pawn and move.

(Remove White's K. B. Pawn.)

Black. (Mr. C. K.)	*White.* (Mr. E. W.)
1. P. to K. fourth	1. Q. Kt. to B. third
2. P. to Q. fourth	2. P. to K. fourth
3. P. to Q. fifth	3. Q. Kt. to K. second
4. Q. B. to K. Kt. fifth	4. P. to Q. third
5. K. B. to Q. third	5. P. to K. R. third
6. B. takes Kt.	6. Q. takes B.
7. K. Kt. to B. third (*a*)	7. K. Kt. to B. third
8. P. to Q. B. fourth	8. Q. to K. B. second
9. Q. Kt. to Q. second	9. K. B. to K. second
10. Castles	10. Castles
11. Q. to Q. B. second	11. K. Kt. to R. fourth
12. P. to K. Kt. third (*b*)	12. B. to K. R. sixth
13. K. R. to K. square	13. Q. to K. Kt. third
14. K. B. to B. square	14. Kt. to B. fifth
15. K. to R. square	15. B. takes B.
16. R. takes B.	16. Kt. to R. sixth
17. Q. R. to K. square	17. Q. to K. Kt. fifth
18. Q. to Q. B. third	18. K. R. to B. second
19. Q. R. to K. third	19. Q. R. to K. B. square
20. P. to Q. B. fifth (*c*)	20. B. to K. Kt. fourth
21. Kt. takes B.	21. Kt. takes K. B. P. (check)
22. K. to Kt. second	22. Kt. to Q. eighth
23. Q. to Q. Kt. third (*d*)	23. R. takes R.
24. Kt. takes R.	24. R. to B. seventh (check)
25. K. to Kt. square	25. P. takes Kt.
26. Q. takes Kt.	26. Q. takes Q.
27. K. takes R.	27. Q. to B. seventh (check)
28. R. interposes	28. Q. takes P. (check)
29. Kt. covers	

And after many moves, White eventually won the game.

Notes.

(*a*) Q. to K. R. fifth, checking, would perhaps have been better play.

(*b*) This imprudent move subjects Black to an attack from which it is difficult to escape.

(*c*) He appears to have no better move.

(*d*) R. takes R. would have been better—the game would probably have continued thus:

23. R. takes R.	23. Kt. takes Q.
24. R. takes R. (check)	24. K. takes R.
25. Kt. to K. sixth (check)	25. K. to Kt.
26. P. takes Kt.	

and Black would have been left with a Rook and two Knights, against a Queen.

Between the same players, at the same odds.

(*Remove White's K. B. Pawn.*)

Black. (Mr. C. K.)	*White.* (Mr. E. W.)
1. P. to K. fourth	1. Q. Kt. to B. third
2. P. to Q. fourth	2. P. to K. fourth
3. P. takes P.	3. Kt. takes P.
4. P. to K. B. fourth	4. Kt. to B. second
5. K. B. to B. fourth	5. K. Kt. to R. third
6. Q. B. to K. third	6. K. B. to Kt. fifth (check)
7. P. to Q. B. third	7. K. B. to R. fourth
8. K. Kt. to B. third	8. Castles
9. Castles	9. P. to Q. third
10. Q. Kt. to Q. second	10. K. Kt. to Kt. fifth
11. Q. to K. second	11. K. B. to Q. Kt. third
12. B. to Q. fourth	12. K. to R. square
13. P. to K. B. fifth	13. Q. Kt. to K. fourth
14. B. takes B.	14. R. P. takes B.
15. P. to K. R. third	15. Kt. takes Kt. (check)
16. Kt. takes Kt.	16. Kt. to B. third
17. Q. R. to Q. square (*a*)	17. Q. to K. second
18. Q. R. to K. square	18. P. to Q. Kt. fourth
19. B. to Q. Kt. third (*b*)	19. B. to Q. second
20. P. to Q. R. third	20. Q. R. to K. square (*c*)
21. K. Kt. to Kt. fifth	21. P. to K. R. third
22. Kt. to K. sixth	22. B. takes Kt.
23. B. takes B.	23. P. to Q. B. third
24. P. to K. fifth	24. P. takes P.
25. Q. takes P. (*d*)	25. Kt. to Q. second

Black. (Mr. C. K.)	*White.* (Mr. E. W.)
26. Q. to Q. fourth	26. Kt. to B. third
27. Q. to K. B. second	27. Q. to Q. B. second
28. Q. to K. R. fifth	28. R. to K. second
29. R. to Q. square	29. Kt. to K. R. second
30. Q. to Q. Kt. fourth (*e*)	30. K. R. to B. third
31. Q. to K. B. fourth (*f*)	31. Q. takes Q.
32. R. takes Q.	32. Q. R. takes B.
33. Q. R. to Q. eighth (check)	33. Kt. interposes (*g*)
34. P. takes R.	34. R. takes R.
35. P. to K. seventh	

And wins.

Notes.

(*a*) A lost move. Why not R. to K. square at once?

(*b*) Taking the Pawn would have been very bad play.

(*c*) Had he played P. to K. R. third, Black would have moved his Kt. to K. R. fourth.

(*d*) The game is very interesting from this point.

(*e*) Preventing the Kt. from playing to K. Kt. 4th, which, if he move, Black wins a Rook, by playing his Q. R. to Q. seventh.

(*f*) Well played—offering an exchange of Queens—foreseeing that White must lose the exchange at least, if he afterwards capture the Bishop with Rook.

(*g*) Interposing the Rook would have prolonged the game—Black even then wins the exchange, and must eventually win the game.

Game lately played between CAPTAIN KENNEDY and MR. E. WILLIAMS.

White. (Capt. K.)	*Black.* (Mr. E. W.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. P. to Q. fourth	3. P. takes P.
4. K. B. to Q. B. fourth.	4. K. B. checks
5. P. to Q. B. third	5. P. takes P.
6. P. takes P.	6. B. to Q. R. fourth
7. P. to K. fifth	7. P. to Q. fourth
8. K. P. takes P. *en passant*	8. Q. takes P.

White. (Capt. K.)	*Black.* (Mr. E. W.)
9. Q. to Q. Kt. third	9. Q. to K. second (check)
10. Q. B. to K. third	10. K. B. to Q. Kt. third
11. Castles	11. K. B. takes Q. B.
12. P. takes B.	12. K. Kt. to B. third (*a*)
13. Q. Kt. to Q. second	13. Castles
14. P. to K. fourth	14. Q. Kt. to Q. R. fourth
15. Q. to Q. Kt. fifth	15. Q. Kt. takes B.
16. Q. takes Kt.	16. B. to K. third
17. Q. to K. second	17. Q. to Q. B. fourth (check)
18. K. to R. square	18. Q. R. to Q. square
19. P. to K. fifth	19. Kt. to K. Kt. fifth
20. P. to K. R. third	20. Kt. to K. sixth
21. Q. Kt. to K. fourth	21. Q. to Q. Kt. third (*b*)
22. K. R to Q. Kt. square	22. B. to Q. B. fifth (*c*)
23. Q. to K. B. second	23. Q. to K. R. third
24. K. Kt. to Q. fourth	24. B. to Q. sixth
25. K. R. to K. square	25. B. takes Q. Kt.
26. K. R. takes Kt.	26. B. to K. Kt. third
27. Q. to K. Kt. third	27. P. to Q. R. third
28. P. to K. sixth	28. P. takes P.
29. Kt. takes P.	29. K. R. to K. square
30. Q. takes Q. B. P.	30. Q. R. to Q. B. square
31. Q. takes Q. Kt. P.	31. B. to K. B. second
32. Q. R. to K. square	32. Q. R. to Q. Kt. square
33. Q. to Q. B. seventh	33. Q. R. to Kt. eighth (*d*)
34. Q. R. takes Q. R.	34. Q. takes K. R.
35. Kt. to Q. fourth	35. B. to Q. fourth
36. R. to Q. Kt. second	

Black mated in three moves.

Notes.

(*a*) Taking the King's Pawn (check) would have been very bad play.

(*b*) Black could now have gained the "exchange" by taking K. R. with Kt.; and if White captured Queen with Q. Kt., then checked with Kt. at K. Kt. sixth, winning the Queen.

(*c*) The only move Black has, apparently, to save his Kt.

(*d*) The concluding portion of this game is extremely interesting, from the spirit with which the attack and counter attack are kept up.

From the fine collection of unpublished Games between Messrs. HARRWITZ and S—s.

White. (Mr. H.)	*Black.* (Mr. S.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. Kt. to B. third	3. P. to K. Kt. fourth
4. K. B. to Q. B. fourth	4. K. B. to Kt. second
5. P. to Q. fourth	5. P. to Q. third
6. Castles	6. P. to K. R. third
7. P. to K. Kt. third	7. P. to Kt. fifth
8. Kt. to K. square	8. P. to K. B. sixth
9. Q. Kt. to B. third	9. K. Kt. to B. third
10. K. Kt. to Q. third	10. Q. Kt. to B. third
11. K. Kt. to K. B. fourth	11. K. Kt. to R. second
12. Q. B. to K. third	12. Q. Kt. to K. second
13. Q. to Q. third	13. P. to Q. B. third
14. Q. R. to Q. square	14. K. Kt. to Kt. fourth
15. P. to Q. R. fourth	15. P. to Q. R. third
16. K. R. to K. square	16. K. to B. square
17. K. B. to Q. R. second	17. Q. to K. square
18. Q. R. to Q. second	18. Q. B. to Q. second
19. Q. Kt. to Q. square	19. P. to K. B. fourth
20. Q. Kt to K. B. second	20. P. takes P.
21. Kt. takes P.	21. Kt. takes Kt.
22. Q. takes Kt.	22. P. to Q. fourth
23. Q. to Q. third	23. Q. to K B. second
24. P. to Q. B. fourth	24. P. to Q. Kt. fourth
25. P. takes Q. P.	25. Q. B. to K. B. fourth
26. Q. to Q. Kt. third	26. Kt. takes P.
27. Kt. takes Kt.	27. P. takes Kt.
28. Q. B. to K. B. fourth	28. K. B. to B third
29. B. to Q. sixth (check)	29. K. to Kt second
30. B. to K. fifth	30. B. to K. third
31. Q. R. to Q. B. second	31. Q. R. to Q. B. square
32. K. B. to Q. Kt. square	32. P. to K. R. fourth
33. P. takes Q. Kt. P.	33. P. takes P.
34. Q. to K. third	34. R. takes R.
35. B. takes R.	35. P. to K. B. seventh (check)
36. Q. takes P.	36. B. takes B.
37. Q. takes Q. (check)	37. B. takes Q.
38. R. takes B.	

Resigned as a Drawn Game.

Between the same Players.

White. (Mr. H.)	*Black.* (Mr. S.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Castles	4. Q. to K. second
5. P. to Q. B. third	5. K. Kt. to B. third
6. P. to Q. fourth	6. K. B. to Q. Kt. third
7. Q. B. to K. Kt. fifth	7. Castles
8. P. to Q. fifth	8. Q. Kt. to Q. Kt. square
9. Q. Kt. to Q. second	9. P. to Q. third
10. P. to K. R. third	10. P. to K. R. third
11. B. to K. third	11. K. Kt. to R. second
12. P. to K. Kt. fourth (*a*)	12. P. to K. R. fourth
13. K. Kt. to R. second	13. Q. to K. R. fifth
14. Q. to K. B. third	14. B. takes B.
15. Q. takes B.	15. P. takes P.
16. P. takes P.	16. B. takes P.
17. Kt. takes B.	17. Q. takes Kt. (check)
18. Q. to Kt. third	18. Q. to K. Kt. fourth
19. Kt. to K. B. third	19. Q. to K. R. third
20. K. to Kt. second	20. Q. Kt. to Q. second
21. K. R. to R. square	21. Q. to K. Kt. third
22. K. R. to R. fourth	22. Q. takes Q. (check)
23. P. takes Q.	23. P. to K. Kt. third
24. Q. R. to K. R. square	24. Q. Kt. to K. B. third
25. P. to K. Kt. fourth	25. K. to Kt. second
26. Kt. to Q. second.	26. K. Kt. to Kt. fourth
27. B. to Q. third	27. P. to Q. B. third
28. Kt. to K. B. third	28. Kt. takes Kt.
29. K. takes Kt.	29. R. to K. R. square
30. R. takes R.	30. R. takes R.
31. R. takes R.	31. K. takes R.
32. P. to Q. B. fourth	32. K. to Kt. second.
33. P. to K. Kt. fifth	33. Kt. to Q. second
34. P. to Q. Kt. fourth	34. Q. B. P. takes Q. P.
35. Q. B. P. takes P.	35. Kt. to Q. Kt. third
36. K. to Kt. fourth	36. P. to Q. R. third
37. P. to Q. R. third	37. Kt. to Q. R fifth

White. (Mr. H.)	*Black.* (Mr. S.)
38. B. to Q. B. fourth	38. P. to Q. Kt. fourth
39. B. to Q. Kt. third	39. Kt. to Q. Kt. seventh (*b*)
40. K. to K. B. third	40. P. to K. B. fourth.
41. B. to Q. B. second	41. P. to K. B. fifth
42. K. to K. second	42. Kt. to Q. B fifth
43. P. to Q. R. fourth	43. K. to B. second
44. P. takes P.	44. P. takes P.
45. B. to Q. third	45. K. to K. second
46. K. to B. second.	46. K. to Q. second
47. K. to B. square	47. K. to Q. B. second
48. K. to K. B. second (*c*)	48. K. to Q. Kt. third
49. B. to K. second	49. Kt. to K. sixth
50. B. to Q. third	50. Kt. to Q. eighth (check)
51. K. to K. Kt. second	51. Kt. to Q. B. sixth
52. K. to K. Kt. square	52. Kt. to Q. R. seventh
53. B. to K. second	53. Kt. takes P.
54. B. to K. R. fifth	54. Kt. to Q. sixth (*d*)
55. B. takes P.	55. Kt. to Q. B. fourth
56. B. to K. B. fifth	56. P. to Q. Kt. fifth
57. P. to K. Kt. sixth	57. P. to Kt. sixth
58. P. to Kt. seventh	58. P. to Kt. seventh
59. P. Queens	59. P. Queens (check)
60. K. to R. second	60. Q. to Q. B. seventh (check)
61. K. to R. third	61. Q. to Q. B. sixth (check)
62. K. to R. second	62. Q. to Q. seventh (check)
63. K. to R. square	63. Q. to K. eighth (check)
64. K. to R. second	64. Q. to B. seventh (check)
65. K. to R. square	65. Q. to B. sixth (check)
66. K. to R. second	66. Kt. takes P.
67. Q. to Q. Kt. eighth (check)	67. K. to Q. B. fourth
68. Q. to Q. B. seventh (check)	68. K. to Q. fifth
69. Q. to Q. Kt. sixth (check)	69. Kt. interposes
70. B. to K. sixth	70. Q. to B. seventh (check)
71. K. to R. square	71. Q. to K. B. sixth (check)
72. K. to R. second.	72. Q. to Q. Kt. sixth
73. Q. takes P.	73. Kt. to K. fifth

White resigns.

Notes.

(*a*) Dangerous play.

(*b*) The superiority of the Kt. over a Bishop at the end of a game, when both parties have Pawns, is very manifest in the present game.

(*c*) Some of White's moves at this stage are beyond our comprehension.

(*d*) He would obviously have lost the game by taking the Bishop.

Between Captain KENNEDY and Mr. E. WILLIAMS.

White. (Mr. E. W.)	*Black.* (Capt. K.)
1. P. to K. fourth	1. Q. Kt. to B. third
2. P. to Q. fourth	2. P. to K. fourth
3. P. to Q. fifth	3. Q. Kt. to K. second
4. K. Kt. to B. third	4. Q. Kt. to K. Kt third
5. Q. B. to K. third	5. K. B. checks
6. P. to Q. B. third	6. B. to Q. R. fourth
7. K. B. to Q. third	7. K. B. to Q. Kt. third
8. Castles	8. K. Kt. to K. second
9. Q. to Q. second	9. P. to Q. third
10. P. to Q. B. fourth	10. Castles
11. Q. Kt. to B. third	11. K. B. to Q. R. fourth (*a*)
12. K. Kt. to K. square	12. P. to K. B. fourth
13. P. to K. B. fourth	13. K. B. P. takes P.
14. K. B. takes P.	14. Q. B. to K. B. fourth
15. B. takes B.	15. K. Kt. takes B.
16. K. B. P. takes P.	16. Kt. takes B.

White resigned. (*b*)

Notes.

(*a*) Black now pins the Q. Kt., apprehensive that he may be effectively lodged at K. fourth, after the K. B. P. has been played to B. fourth, and exchanged for White's King's Pawn.

(*b*) Because he obviously dare not take the Kt. on account of the adverse Bishop being played to Q. Kt. third, and has consequently lost a clear Piece.

Game between Mr. STAUNTON and LIEUTENANT COL. NESBITT, the former giving the Pawn and two moves.

(*Remove White's K. B. P. from the board.*)

Black. (L. C. N.)	*White* (Mr. S.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. P. to K. third
3. K. B. to Q. third	3. P. to Q. B. fourth
4. P. to Q. B. third	4. P. takes P.
5. P. takes P.	5. B. to Q. Kt. fifth (check)
6. Q. Kt. to B. third	6. K. Kt. to K. second
7. K. Kt. to B. third	7. Castles

Black. (L. C. N.)	*White.* (Mr. S.)
8. Castles	8. P. to Q. fourth
9. P. takes P.	9. P. takes P.
10. Q. B. to K. Kt. fifth	10. Q. B. to K. Kt. fifth
11. B. takes Kt.	11. B. takes B.
12. B. to K. second	12. Q. Kt. to B. third (*a*)
13. K. Kt. to K. fifth	13. B. takes B.
14. Q. Kt. takes B.	14. Q. R. to B. square
15. P. to K. B. fourth	15. P. to K. Kt. fourth
16. P. to K. B. fifth	16. B. to K. B. third
17. Kt. takes Kt.	17. R. takes Kt.
18. Q. R. to B.	18. Q. to her Kt. third
19. R. takes R.	19. P. takes R.
20. P. to Q. Kt. third	

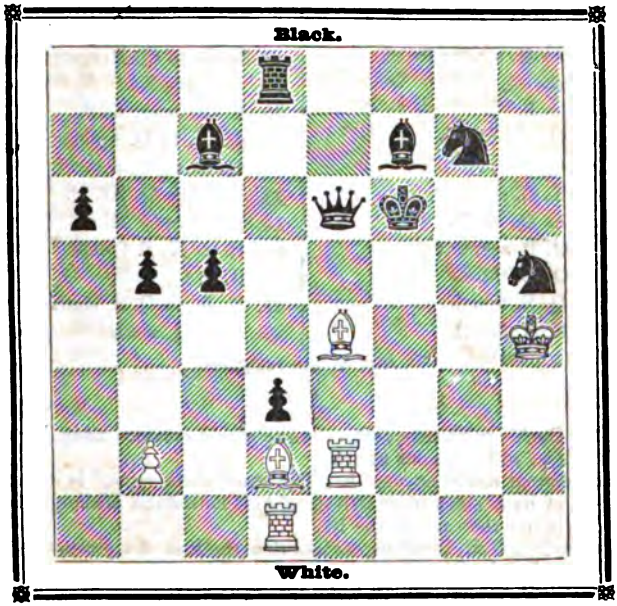
Owing to the lateness of the sitting, the game was not continued. There is no advantage on either side in position, but Black still retains the Pawn originally given.

Note.

(*a*) Black has not taken all the advantage which the opening affords him, but permitted his opponent to Castle and develope his game with a freedom seldom permitted to the giver of the Pawn and two moves.

PROBLEM, No. 9.

By Mr. M'G——r.



White Mates in four moves.

The following game will have peculiar interest to our readers, not so much for any intrinsic excellence, as from the circumstance of its being the first contest between the two highly celebrated players, whose name it bears.

Between Messrs. Buckle and Horwitz.

White. (Mr. Horwitz.)	*Black.* (Mr. Buckle.)
1. P. to K. fourth	1. P. to K. third (*a*)
2. P. to Q. fourth	2. P. to Q. fourth
3. P. takes P.	3. P. takes P.
4. K. Kt. to B. third	4. K. Kt. to B. third
5. K. B. to Q. third	5. K. B. to Q. third
6. Castles	6. Q. B. to K. third
7. Q. B. to K. Kt. fifth	7. Q. Kt. to B. third (*b*)
8. K. B. to Q. Kt. fifth	8. P. to K. R. third
9. B. takes K. Kt.	9. Q. takes B.
10. R. to K. square	10. Castles on K. side
11. B. takes Kt.	11. P. takes B.
12. Kt. to K. fifth	12. P. to Q. B. fourth (*c*)
13. Q. Kt. to B. third (*d*)	13. P. takes Q. P.
14. Q. takes P.	14. P. to Q. B. fourth
15. Kt. takes Q. P.	15. P. takes Q.
16. Kt. takes Q. (check)	16. P. takes Kt.
17. Kt. to Q. B. sixth	17. K. B. to Q. B. fourth
18. Q. R. to Q. square	18. K. R. to Q. B. square (*e*)
19. Kt. takes Q. P.	19. B. takes Kt.
20. R. takes B.	20. R. takes Q. B. P.
21. R. to Q. Kt. fourth	21. Q. R. to Q. square
22. R. to Q. Kt. seventh	22. Q. R. to Q. seventh
23. R. to K. B. square	23. R. takes Q. Kt. P.
24. R. takes Q. R. P.	24. R. takes Q. R. P.
25. R. to Q. B. seventh	25. B. to K. B. fourth
26. R. to Q. B. third	26. R. to Q. sixth
27. R. to Q. B. fourth	27. K. R to Q. R. sixth
28. R. to K. B. fourth	28. B. to Q. sixth

And White resigned.

Notes.

(*a*) Mr. Buckle prudently determines to give no chance away, by subjecting himself to an impetuous attack.

(*b*) One great merit of what is called the "close game," is its permitting the forces of both sides to be well developed before the onslaught begins.

(*c*) Far better than taking the Kt.

(*d*) A serious fault, involving no less than the loss of a piece.

(*e*) Well played.

CHESS OF OLD IN THE WESTMINSTER CHESS-CLUB.

At the request of many zealous subscribers we continue our selections from these interesting and hitherto unrecorded specimens of Metropolitan play—

Game between Messrs. SLOUS and G. WALKER.

White. (Mr. G. W.)	*Black.* (Mr. S.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.
5. P. to Q. B. third	5. B. to R. fourth
6. P. to Q. fourth	6. P. takes P.
7. Kt. takes P.	7. K. Kt. to B. third
8. B. to K. Kt. fifth	8. P. to K. R. third
9. B. takes Kt.	9. Q. takes B.
10. Castles	10. Castles (*a*)
11. P. to K. B. fourth	11. P. to Q. third
12. K. to R. square	12. B. to Q. Kt. third
13. Kt. takes Kt.	13. P. takes Kt.
14. Q. to K. R. fifth	14. B. to K. third
15. B. to Q. third	15. Q. to K. Kt. third
16. Q. to K. second	16. P. to K. B. fourth
17. Q. Kt. to Q. second	17. Q. R. to K. square
18. Kt. to K. B. third	18. P. takes P.
19. B. takes P.	19. B. to K. B. fourth
20. Q. to B. fourth (check)	20. P. to Q. fourth
21. B. takes B.	21. R. takes B.
22. Q. to her third	22. Q. to K. B. third
23. Q. R. to K. square	23. R. takes R.
24. R. takes R.	24. R. takes P.
25. R. to K. eighth (check	25. K. to B. second
26. Q. to K. second (*b*)	26. P. to K. Kt. third
27. P. to K. R. third	27. R. to K. B. fourth
28. K. to R. second	28. B. to Q. B. fourth
29. Kt. to K. fifth (check) (*c*)	29. R. takes Kt.
30. R. takes R.	30. B. to Q. third

And Black wins.

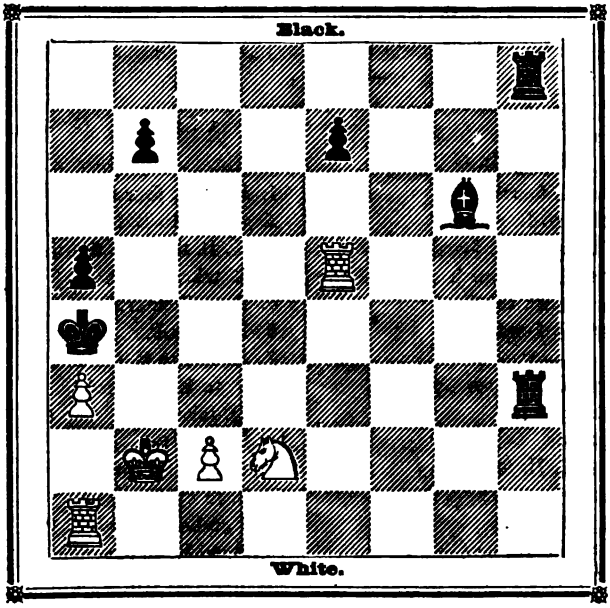
Notes.

(*a*) Taking the Q. B. P. with the Bishop now gains a Pawn though it involves Black in some peril.

(*b*) At one period of the opening, White appeared to have an attack, but it speedily crumbled away, and at this point he has no advantage of position sufficient to compensate for his deficiency in force.

(*c*) A fatal oversight.

PROBLEM No. 10.
By Mr. E. CLARE.



White Mates in four moves.

CHESS IN SCOTLAND.

Game between MR. DONALDSON, of Edinburgh, and CAPTAIN J. G. BELL.

White. (Mr. D.)	*Black.* (Capt. B.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. Kt. to B. third	3. P. to K. Kt. fourth
4. B. to Q. B. fourth	4. K. B. to Kt. second
5. Castles	5. K. Kt. to R. third
6. P. to Q. fourth	6. P. to Q. third
7. P. to Q. B. third	7. Q. B. to Kt. fifth
8. Q. to her Kt. third	8. B. takes Kt.
9. R. takes B.	9. P. to Q. Kt. third
10. Kt. to Q. R. third	10. Castles

White. (Mr. D.)	*Black.* (Capt. B.)
11. P. to K. R. fourth	11. B. to K. B. third
12. P. takes P.	12. B. takes P.
13. Q. B. takes P.	13. B. takes B.
14. R. takes B.	14. P. to Q. B. third
15. Q. R. to K. B. square	15. Q. to K. second
16. Q. Kt. to B. second	16. P. to Q. Kt. fourth
17. B. to Q. third	17. P. to Q. R. fourth
18. P. to Q. R. third	18. P. to Q. R. fifth
19. Q. to Q. R. second	19. Q. Kt. to R. third
20. Q. to her Kt. square	20. Q. Kt. to B. second
21. Kt. to K. third	21. Q. Kt. to K. third
22. R. to B. sixth	22. K. to Kt. second (*a*)
23. R. takes K. Kt.	23. K. to R. square
24. Q. R. to B. third	24. K. R. to K. Kt. square
25. Kt. to K. B. fifth	25. Q. to K. Kt. fourth
26. Q. R. to K. Kt. third (*b*)	26. Q. to Q. seventh
27. Q. to K. B. square	27. R. takes R.
28. R. takes P. (check) (*c*)	28. K. takes R.
29. Kt. takes R.	29. Kt. to K. B. fifth
30. P. to K. fifth (check)	30. K. to R. square
31. B. to K. fourth	31. R. to K. Kt. square
32. K. to R. second	32. R. to Kt. fifth
33. B. to K. B. fifth	33. R. to K. R. fifth (check)
34. K. to Kt. square	34. Q. to K. sixth (check)
35. Q. to B. second	35. Q. takes Q. (check) (*d*)
36. K. takes Q.	36. P. takes P.
37. P. takes P.	37. Kt. to K. third
38. B. to K. fourth	38. P. to Q. B. fourth
39. K. to K. third	39. P. to Q. Kt. fifth
40. Q. R. P. takes P.	40. P. takes P.
41. P. takes P.	41. K. to Kt. square
42. Kt. to K. B. fifth	42. R. to K. R. eighth
43. P. to Q. Kt. fifth	43. R. to Q. eighth
44. P. to Q. Kt. sixth	44. R. to Q. square
45. Kt. to Q. sixth	45. K. to B. square
46. P. to Q. Kt. seventh	46. R. to Q. Kt. square
47. K. to Q. second	47. Kt. to Q. B. fourth
48. B. to Q. B. sixth	48. K. to K. Kt. second
49. K. to Q. B. third	49. Kt. to K. third
50. Kt. to K. eighth (check)	50. K. to Kt. third
51. B. to K. fourth (check)	51. K. to Kt. fourth
52. Kt. to Q. sixth	52. Kt. to Q. square
53. K. to Kt. fourth	53. P. to K. B. third
54. P. takes P (*e*)	54. K. takes P.

White. (Mr. D)	*Black.* (Capt. B.)
55. B. to B. third	55. K. to his third
56. Kt. to Q. B. fourth	56. Kt. takes P.
57. K. takes P.	57. Kt. to B. fourth (check)
58. K. to R. third	58. Kt. to Q. sixth
59. P. to Q. Kt. third	59. R. to K. Kt. square
60. Kt. to K. third	60. R. to K. Kt fourth
61. P. to Q. Kt. fourth	61. K. to K. fourth
62. P. to Q. Kt. fifth	62. K. to Q. fifth
63. Kt. to Q. B. second (check)	63. K. to B. sixth
64. Kt. to K. third	64. R. takes Q. Kt. P.

And after many more moves the game was drawn.

Notes.

(*a*) A great oversight, by which Black loses his Kt.

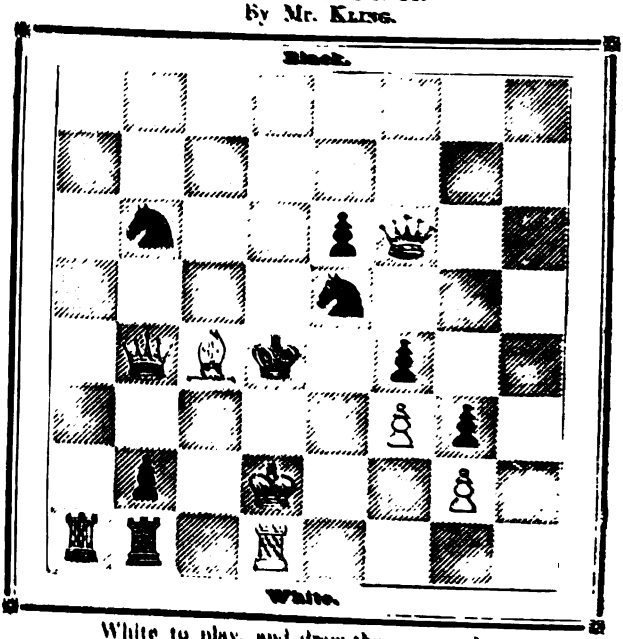
(*b*) He might now have gained the Q. for two Rooks, and then have had a fine position.

(*c*) A miscalculation surely. What can this sacrifice of a Rook avail?

(*d*) Kt. to K. seventh, check, followed by Rook to K. R. eighth would have won easily.

(*e*) P. to K. sixth would have enabled him to win the game.

PROBLEM No. 11.
By Mr. KLING.



White to play, and draw the game at least.

CALVI'S ELEMENTARY LESSONS.

(*Continued from page* 414, vol. viii.)

TWENTY-FOURTH LESSON.

Third Section—King's Bishop's Gambit.

In the course of the preceding lessons, we have had occasion to notice that the sacrifice of Pieces and Pawns is often made to secure an advantageous position. It is for the same reason, that you give to your adversary the King's Bishop's Pawn in the King's Gambit.

Two important advantages result from this sacrifice; the first is, the being enabled to establish two Pawns in the centre of the board, preventing your adversary from bringing out his pieces; the second is, the rapid development of your game, and especially, the bringing the King's Rook into play, after the few first moves. Nearly all authors agree in saying, that these advantages do not compensate for the loss of the Pawn; nevertheless, the attack resulting from this opening being so strong, and the defence so difficult, this game may be played, even among strong players, with equal chance of success.

But in theory the opening is condemned, and he who takes the Gambit Pawn ought to preserve his Pawn to the end of the game. On the third move, he who gives the Gambit can bring out his Knight or Bishop. These two different moves giving rise to different games—they form two distinct sections—the first comprising the King's Bishop's Gambit—the second, the King's Knight's Gambit. We shall commence with the former.

The King's Bishop's Gambit is a brilliant opening, fertile in combination, and it requires a long practice to play it well. Salvio was the first to give an analysis of this opening, but the defence he gives is not correct. We shall analyze it in the present lesson.

The word *Gambit*, has been used by Damiano, the oldest of all writers on Chess. Lopez, in his Treatise, has given the etymology of the word, asserting that its derivation is from the Italian, which signifies a tripping up; shewing, by this method, certain openings whereby the adversary is caught by stratagem and snares. The name of the inventor of this opening is unknown; but it is fairly to be presumed that it was an Italian whose name is lost in the mazes of time.

First Opening.—First Game.

White.	*Black.*
1. P. to K. fourth	P. to K.'s fourth
2. P. to K. B. fourth	P. takes P.

The King's Bishop's Pawn played two squares constitutes the King's Gambit.

Black, by taking Pawn with Pawn, accepts the Gambit, which is the correct move. There are several methods of refusing or evading the Gambit—methods, which we shall explain after having exhausted all the most interesting variations which result from the said acceptance.

3. K. B. to Q. B. fourth	P. to K. B. fourth

The bringing out the Bishop to Q. B. fourth, gives rise to a very brilliant opening, called the King's Bishop's Gambit.

Black pushes on the K. B. P. two, forming a counter attack; but if you play correctly, he ought to lose the game. This move, given by Salvio, (p. 184) has long been acknowledged as good; and we only find in Cozio, and in the works of Walker and Lewis, the complete refutation of this move. Black, instead of playing K. B. P. two, should check with Queen at K. R. 5th. We will analyze this move in one of the next lessons.

4. P. takes P.	Q. to R. fifth (check)

Instead of taking Pawn with Pawn, says Salvio, you could play—

1. K. Kt. to B. third. (See First Variation.)
2. Take Kt. with Bishop. (See Second Variation.)
3. Play Q. to K. second. (See Third Variation.)

Salvio also remarks, that, if instead of taking Pawn with Pawn, you play K. P. one, Black gives equally check with Queen at K. R. fifth; but he has not remarked, that the bringing out the Knight to B. third made on this move, is a move which gives you a good position. (See the following Game.)

5. K. to B.	P. to K. B. sixth
6. B. takes Kt.	P. takes P. (check.)

If instead of taking the Knight, you had played the Q. Pawn one square, Black would still have taken Pawn with Pawn.

7. K. takes P.	R. takes B.

In this position Black has the better game.

First Variation.

White.	*Black.*
4. K. Kt. to B. third	P. takes P.
5. B. takes Kt.	P. takes Kt.

In this position it is evident that Black has the advantage. If, instead of taking the Knight, you had Castled, Black could have played Q. P. two, which move would have given him the advantage.

Second Variation.

4. B. takes Kt.	Q. to K. R. fifth (check)
5. K. to B.	R. takes B.
6. K. Kt. to B. third	Q. to K. B. third

Black has still his Pawn above, and it will be easy to preserve it.

Third Variation.

White.	*Black.*
4. Q. to K. second	P. takes P.
5. Q. takes P. (check)	Q. to K. second

tead of taking P. with Queen you could give check to King at K. R. in that case Black would have pushed on the K. Kt. P. one square t fear of losing the K. Rook, for he would have shut up his adversary's

6. Q. takes Q. (check)	Kt. takes Q.
7. P. to Q. fourth	K. Kt. to his third
8. K. B. to Q. third	Q. Kt. to B. third

Cozio directs you to play K. Kt. to K. second instead of K. B. to Q. third. (See the fourth Variation.)

9. K. B. takes Kt. (check)	Pawn takes B.

Instead of taking Kt. with B., you could play Q. B. P. 1; in this case Black would have played as follows:

P. to Q. B. third	K. B. to Q. third
K. Kt. to K. second	Q. Kt. to K. second
Castles	Castles

Black would then play the Q. B. P. 1, withdraw his K. B. to B. second, and play Q. P. two squares. By this, he would dispose of his pieces to advantage.

10. P. to Q. B. third	P. to K. Kt. fourth

If instead of playing Q. B. P. one you had taken the K. B. P., Black would have taken your Q. Pawn with Kt. and would still have had a Pawn more than you.

11. K. Kt. to R. third	K. B. to K. second

In this position your game is to be preferred.

Fourth Variation—From White's Eighth move of last variation.

White.	*Black.*
8. K. Kt. to K. second	Q. Kt. to B. third
9. P. to Q. B. third	K. B. to Q. third
10. K. R. to B. square	K. R. to B. square
11. Q. Kt. to Q. second	Q. Kt. to K. second
12. Q. Kt. to K. fourth.	

In this position you have the better game. Black would have done better had he allowed you to take the Pawn to bring his pieces into play.

Second Game.

White.	*Black.*
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. K. B. to Q. B. fourth	P. to K. B. fourth
4. Q. Kt. to B. third	K. Kt. to B. third

This variation is taken from Mr. Lewis's work. Black, instead of playing K. Kt. to B. third, could take P. with Pawn or give check to K. with Q. at K. R. fifth. In the first case you should give check with Q. at R. fifth, in the second, (see Third Game.)

5. P. to K. fifth	K. Kt. to K. fifth

Black could also play this Knight to his fifth, (See Variation.)

6. K. Kt. to B. third	P. to K. Kt. fourth
7. P. to K. R. fourth	P. to K. Kt. fifth

If, instead of pushing on the K. R. P. you had played Q. to K. second, Black would equally play the K. Kt. P. one; supposing this, you could have

The bringing out the Bishop to Q. B. fourth, gives rise to a very brilliant opening, called the King's Bishop's Gambit.

Black pushes on the K. B. P. two, forming a counter attack; but if you play correctly, he ought to lose the game. This move, given by Salvio, (p. 184) has long been acknowledged as good; and we only find in Cozio, and in the works of Walker and Lewis, the complete refutation of this move. Black, instead of playing K. B. P. two, should check with Queen at K. R. 5th. We will analyze this move in one of the next lessons.

4. P. takes P.	Q. to R. fifth (check)

Instead of taking Pawn with Pawn, says Salvio, you could play—

1. K. Kt. to B. third. (See First Variation.)
2. Take Kt. with Bishop. (See Second Variation.)
3. Play Q. to K. second. (See Third Variation.)

Salvio also remarks, that, if instead of taking Pawn with Pawn, you play K. P. one, Black gives equally check with Queen at K. R. fifth; but he has not remarked, that the bringing out the Knight to B. third made on this move, is a move which gives you a good position. (See the following Game.)

5. K. to B.	P. to K. B. sixth
6. B. takes Kt.	P. takes P. (check.)

If instead of taking the Knight, you had played the Q. Pawn one square, Black would still have taken Pawn with Pawn.

7. K. takes P.	R. takes B.

In this position Black has the better game.

First Variation.

White.	*Black.*
4. K. Kt. to B. third	P. takes P.
5. R. takes Kt.	P. takes Kt.

In this position it is evident that Black has the advantage. If, instead of taking the Knight, you had Castled, Black could have played Q. P. two, which move would have given him the advantage.

Second Variation.

4. B. takes Kt.	Q. to K. R. fifth (check)
5. K. to B.	R. takes B.
6. K. Kt. to B. third	Q. to K. B. third

Black has still his Pawn above, and it will be easy to preserve it.

Third Variation.

White.	*Black.*
4. Q. to K. second	P. takes P.
5. Q. takes P. (check)	Q. to K. second

Instead of taking P. with Queen you could give check to King at K. R. fifth; in that case Black would have pushed on the K. Kt. P. one square without fear of losing the K. Rook, for he would have shut up his adversary's Queen.

6. Q. takes Q. (check)	Kt. takes Q.
7. P. to Q. fourth	K. Kt. to his third
8. K. B. to Q. third	Q. Kt. to B. third

Cozio directs you to play K. Kt. to K. second instead of K. B. to Q. third. (See the fourth Variation.)

9. K. B. takes Kt. (check)	Pawn takes B.

Instead of taking Kt. with B., you could play Q. B. P. 1; in this case Black would have played as follows:

P. to Q. B. third	K. B. to Q. third
K. Kt. to K. second	Q. Kt. to K. second
Castles	Castles

Black would then play the Q. B. P. 1, withdraw his K. B. to B. second, and play Q. P. two squares. By this, he would dispose of his pieces to advantage.

10. P. to Q. B. third	P. to K. Kt. fourth

If instead of playing Q. B. P. one you had taken the K. B. P., Black would have taken your Q. Pawn with Kt. and would still have had a Pawn more than you.

11. K. Kt. to R. third	K. B. to K. second

In this position your game is to be preferred.

Fourth Variation—From White's Eighth move of last variation.

White.	*Black.*
8. K. Kt. to K. second	Q. Kt. to B. third
9. P. to Q. B. third	K. B. to Q. third
10. K. R. to B. square	K. R. to B. square
11. Q. Kt. to Q. second	Q. Kt. to K. second
12. Q. Kt. to K. fourth.	

In this position you have the better game. Black would have done better had he allowed you to take the Pawn to bring his pieces into play.

Second Game.

White.	*Black.*
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. K. B. to Q. B. fourth	P. to K. B. fourth
4. Q. Kt. to B. third	K. Kt. to B. third

This variation is taken from Mr. Lewis's work. Black, instead of playing K. Kt. to B. third, could take P. with Pawn or give check to K. with Q. at K. R. fifth. In the first case you should give check with Q. at R. fifth, in the second, (see Third Game.)

5. P. to K. fifth	K. Kt. to K. fifth

Black could also play this Knight to his fifth, (See Variation.)

6. K. Kt. to B. third	P. to K. Kt. fourth
7. P. to K. R. fourth	P. to K. Kt. fifth

If, instead of pushing on the K. R. P. you had played Q. to K. second, Black would equally play the K. Kt. P. one; supposing this, you could have

taken his Kt. with Q. Kt., and Black would have taken your Kt. with Pawn attacking your Queen, to give you on the next move check to King with Q. at K. R. fifth, winning a piece.

8. Q. Kt. takes Kt.	Pawn takes Q. Kt.
9. Kt. to his fifth	P. to Q. fourth
10. P. takes P. *en passant*	Q. takes P.
11. Kt. takes K. Pawn	Q. to K. fourth

If, instead of taking K. P. you had played your Kt. to B. seventh, as Mr. Lewis says, I think you would have had a bad game. Let us suppose that you had played the Kt. to K. seventh, Black would play his Q. to her fifth, you bring your Q. to K. second or withdraw Bishop to Q. Kt. third, in either case Black would play the K. B. P. one, giving him a good position.

12. Q. to K. second	K. B. to K. second

You will play the Q. B. P. one, and will have a better game than your adversary.

Variation from Black's fifth Move.

White.	*Black.*
5. P. to K. fifth	Kt. to his K. fifth
6. K. Kt. to B. third	P. to Q. third
7. P. to Q. fourth	Kt. to K. sixth

Black, instead of playing Kt. to K. sixth, could take your K. P. with Q. P. In that case you would retake with Pawn, and after the exchange of Queens, your adversary could not prevent you from taking the doubled Pawn, which would have given you a good game.

8. Q. B. takes Kt.	P. takes B.
9. Q. to K. second	P. to K. B. fifth
10. P. to K. Kt. third	P. to K. Kt. fourth

Black, instead of playing K. Kt. P. two, could have brought his Q. B. to K. Kt. fifth. In that case you should take K. B. P. with Kt. P.

11. K. Kt. P. takes P.	K. Kt. P. takes P.
12. K. R. to Kt.	Q. B. to K. B. fourth

If Black, instead of playing the Q. B. to K. B. fourth, had played K. B. to K. second, you should have played K. Kt. to his fifth, to give check to K., with Q. at K. R. fifth, on the next move.

13. K. Kt. to his fifth	Q. B. to K. Kt. third
14. Castles	P. to Q. B. third
15. Kt. to K. sixth	Q. to her second
16. Kt. takes K. B. P.	

In this position, you have evidently a better game.

Third Game.

1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. K. B. to Q. B. fourth	P to K. B. fourth
4. Q. Kt. to B. third	Q. to R. fifth (check)
5. K. to B.	K. Kt. to B. third
6. K. Kt. to B. third	Q. to R. fourth
7. P. to K. fifth	Kt. to K. fifth

Black, instead of playing Kt. to K. fifth, could move it to Kt. fifth. (See Variation.)

8. Q. Kt. to Q. fifth	Kt. to his sixth (check)

If Black, instead of giving check had played his K. to Q., you should have taken the doubled Pawn, and would have had a good position.

9. K. to Kt.	Kt. takes R.
10. Kt. takes Q. B. P. (check)	K. to Q.
11. Kt. takes R.	K. Kt. to his sixth
12. P. takes Kt.	P. takes P.
13. P. to Q. fourth	K. B. to K. second
14. Q. B. to K. B. fourth	Q. to K. Kt. fifth

If, instead of Q. to K. Kt. fifth, he had played K. B. to R. fifth, you should have played K. Kt. to his fifth.

15. K. Kt. to his fifth	Q. takes B.
16. Kt. to K. B. seventh (check)	K. to his square
17. Q. to her third	K. B. to Q.
18. K. Kt. to Q. sixth (check)	K. to B.
19. R. to K. B.	Q. to K. R. fifth

In this position you can win easily.

Variation from Black's seventh move.

White.	*Black.*
7. P. to K. fifth	Kt. to his fifth
8. P. to Q. fourth	Kt. to K. sixth (check)

If Black, instead of playing Kt. to K. sixth, had pushed on the K. Kt. P. two squares, you should have played P. to K. R. fourth.

9. B. takes Kt.	P. takes B.
10. Q. Kt. to Q. fifth	K. to Q.
11. Kt. takes K. P.	

Your game is evidently better than that of your adversary.

End of Twenty-fourth Lesson.

PROBLEM No. 49.

White	*Black.*
K. on K. Kt. second	K. on K. Kt. fourth
Q. on K. B. seventh	Q. on Q. second
B. on K. B. eighth	Kts. on K. fourth and Q. B. third
B on Q. third	P. on K. Kt. fifth

White to Mate in two moves.

PROBLEM No. 50.

White to Mate in five moves.

CALVI.

MEMOIR OF M. DESCHAPELLES.*

THE death of the lamented M. Deschapelles, an event long expected by his friends, took place October 27, 1847.

He expired in Paris, 29 Rue Poissoniére, after a lingering illness of twenty months, during which he was unable to quit his bed of suffering.

Alexandre Louis Lebreton Deschapelles was born at Ville d'Avray, near Versailles, March 7th, 1780: he died, consequently, in the 68th year of his age. Like all personages who have long occupied public attention, he was generally taken for a man considerably more advanced in life.

In ancient times the truth was proclaimed on the tombs of monarchs, and, as a king, like the Pharaohs of old, we shall speak of our illustrious friend. All men have more or less their great qualities and their foibles, and we see no reason why our record should not be faithful, and written in a spirit of profound impartiality. With a strict regard to truth, keeping within the bounds of propriety, we shall note down nearly all that has come to our knowledge respecting the great master whose loss we deplore. Twenty years of uninterrupted intercourse have initiated us in the eccentricity of one of those exceptional existences that are not met with a second time in the course of one's own life.

* From Le Palaméde.

Deschapelles, though born of a noble family, embraced with transport the principles of the French Revolution. In 1794, the famous school of Brienne, that had previously sent forth Napoleon, was broken up by violence, and the young Deschapelles, with the rest of his comrades, were forced to return to their homes. Without any other resource than his share of the library, which the pupils had divided amongst themselves on separating, he set out on his journey for Paris. Arrived there, he found none of his family—all had emigrated. In spite of his youth, he entered the military career without hesitation, and joining the 106th demi-brigade, to which he belonged, proceeded to Mayence, to take part in that memorable siege. From thence he passed to the army of the Sambre and Meuse, and found himself at Fleurus.

To none were the verses of the grand Corneille ever more justly applicable than to him :

> " Mes pareils à deux fois ne se font pas connaitre
> Et pour leur coups d'essai veulent des coups de maître."

All that he undertook, he executed as a master; from the elements to their highest application he arrived by a single bound.

What would Deschapelles have become as a soldier, had he not been cruelly wounded at the commencement of his career? But his valour itself closed for him the path of the hero.

No sooner on the battle field of Fleurus, than he determined to distinguish himself among the bravest of the brave. He flung himself upon an Austrian battery, and carried it, but, overpowered by numbers, he was left for dead on the cannons to which he still clung, covered with so many wounds that he was not recognizable. His body was recalled to life, but maimed of the hand that had wielded the glaive so bravely, and for more than half a century, the public, light and indifferent, designated by the sobriquet of *Manchot*, the glorious and premature martyr of this heroic mutilation.

Thus prevented from serving actively in the Republican armies, Deschapelles did not on that account leave the military service. A man of his stamp was not to be lost to his country, and a place was found for the young invalid in the military administration; at first as general guard of the artillery, and afterwards as commissary-deputy of war. In this employment he displayed all the intelligence and activity that the multiplied movements of our armies then required; but to these qualities he joined a high sentiment of morality, that made him enemies in the Directory—Barras, which was succeeded after the reaction of the 18th Brumaire by apostate republicans, who could not pardon a fidelity to patriotic sentiments that was a real censure of their own conduct.

Deschapelles, like General Foy, did not meet with the advancement he merited, and the Consulate and the Empire not only were not lavish of their favours, but not even just with regard to him. He was forgotten, though he shared in most of the triumphs of the grand army. It seemed his fate to be the victim of cowardly misconduct, the most abhorrent to his noble heart; and the disgraceful capitulation of Baylen delivered him into the hands of England. He was transported on board the pontoons of Cadiz, but there devised a plan of escape worthy of the sublime chess-player that was called to console the world for the loss of Philidor.

His genius opened him the gates of his country, which he always loved with the same ardour, but he would no longer serve what he called the ambition of a liberticide; it was then he devoted himself to the peaceful cultivation of Chess.

Deschapelles, who had had his part of the sabres of honour in the Republican armies, by measure of exchange, was comprised in the first distribution of the crosses of honour, at the foundation of that celebrated order. His brevet was signed in the camp of Boulogne, the 12th Prairial, the 12th year of the Republic, and bears the No. 8,436. On one face of the star was the effigy of Napoleon; on the other, the inscription, "République Française." Napoleon, at a later period, by a logical consequence of significant meaning, substituted the words, "Empire Francaise," for those of "Republique Française." Deschapelles, indignant at this abandonment of the forms of government, which were the sole object of homage, tore off his cross, and condemned himself never to wear it again. The Restoration and the government of July, in their turn so lavish of this favour to their creatures, were not likely to make him change his ancient determination. We have never (with the single exception of the 5th of June, 1832,) seen Deschapelles wear either cross or riband, or ever wish to be reminded he was one of the original members of the order. On this subject he had now become irritable and intractable; a constant and honourable exaggeration of the pure and conscientious sentiments of his youth.

We have never learned that he obtained any pension for his services in the army. Notwithstanding this, he was without fortune, but also without wants, like a veritable citizen of Sparta. It was then he began to frequent the Café de la Regence, and live on chess-play. Without giving himself out as a professional chess player, and running after a trifling remuneration to play with the first comer, Deschapelles had his customers. And his winnings, though modest, daily exceeded his expenses.

In 1812, Maréchal Ney, who had a great affection and esteem for him, gave him the place of superintendent-general of the government monopoly of tobacco, at Strasburg; an employment which brought him in from 40,000 to 50,000 francs annually. In 1815, to oppose the second invasion, he organized the corps of partisans of the east, and even received the title of their general from the government of the hundred days.

After the second restoration he returned to Paris, and took to chess again.

From 1815 to 1820, Deschapelles played his finest games against the strongest players, giving them Pawn and two moves —never less, sometimes more. He did not like to give a piece, but of moves, he was by no means chary. This period was, perhaps, the most brilliant for chess in France. And yet all it produced has been buried in oblivion; games were not then taken down, and what deserved to be engraved were not even chronicled. The theory was almost reduced to the Calabrois for the *brilliant*, and to Philidor for the *solid* school. The players who possessed any knowledge of these two masters, passed for erudite and *savans*, and were not encountered without respect and fear. Nevertheless, what difference between them and those who know the Palamède and the Encyclopédie by heart.

But on the other hand, what perfection did not the practice of the game exhibit, when Deschapelles marched at the head of a phalanx, where twenty players that would be of the first rank at the present day, did battle daily against one another, and against the world. Of this admirable array, we knew only the glorious remnants: Mouret, Boncourt, Vaèle (le Petit Juif)! These, as professors, practised the art daily against amateurs, of the names of Auzou, Vallécarville d'Arnouville, Boissy d'Anglas, Révoire, Vaucoret, Rogier, and so many others, that we cannot here enumerate their names. From this constellation of players was to come forth a successor to Des-

chapelles; for the space of two years this illustrious master trained the young La Bourdonnais, and deposed the crown on his brow, when he could no longer continue to give him the Pawn and two moves. What noble pride in this abdication before the decline of age! Not to continue the contest with his pupil, to expose himself one day to defeat on even terms, to hasten the enthronement of a successor, to prevent the chagrin of beholding the place wrested from him, which he preferred yielding voluntarily in all its glory.

Before he had attained his fiftieth year, Deschapelles bade adieu to Chess, not to repose, but to rise superior in another exercise of intelligence. At Whist he speedily became of the first force, and realized an idea which he never was able to do by chess, viz.—to render the game productive, and to draw *le positif* from combination pushed to a degree surpassing those of his adversaries. For this purpose he wanted an arena less mathematical than chess; a game in which the mixture of chance and calculation permitted to play for money, in not always justifying calculation, in order that hazard might leave hope to feebleness, and its illusions to mediocrity. Tric-trac, but whist above all, answered his projects marvellously. At whist, Deschapelles was incomparable; he passed the second period of his life in assorting fifty-two cards, and drew from it gold; while at chess he had with difficulty obtained a slender remuneration. On this new field he accumulated with the intoxication of glory the favours of Plutus, and changed a modest existence for from thirty to forty thousand francs of rent. His superiority, which could not be so justly appreciated as at chess, must have been very great, to enable him to gain so much, at 20 and even 10 francs the fish, and with a drawback from which hardly any player escapes. He had not sufficient self-command to play his money well: when in good vein he did not push the bets and rubbers, and when in bad luck, he played the longer and doubled his bets; thus his reverses often carried away more than he gained when most successful. But the power of calculation closed over this abyss in which the herd of common players are engulphed, and with equal chances Deschapelles won more, and lost less than any other, and that solely from his superior manner of playing his cards. His whole art, his secret to conquer was there, and triumphed over the imperfection of his character. Towards the end of his career he was in bad vein; he lost more frequently than he won, and the mediocre martyrs of the game, accustomed to appreciate and judge by results, proclaimed his decline—a complete error!

He passed the last twenty months of his existence on the bed of pain, and died without a murmur, as if long prepared for what he called an eternal adieu.

His malady, strange to say, was that of La Bourdonnais—hydropsy. Yet what difference of constitution! La Bourdonnais, stout, obese, of full habit, and sanguineous; Deschapelles, on the contrary, delicate, spare, thin, and bilious: in the case of the one, intemperance of all sorts, and abuse of a strong organization; in the other, abstinence and general reserve. La Bourdonnais, before he succumbed to dropsy, had apoplectic strokes. In Deschapelles, the dropsy sprung from defective circulation, arising from the ossification of the auricles of the heart. Pursuing contrary routs, these two admirable chess players were doomed to quit the world by the same port, and by the same affection.

In the military service Deschapelles never rose above the rank of deputy-commissary of war. His intractable character often placed him at variance with his superiors. Yet he had the distinguished manners of a perfect gen-

tleman of the old school, but his spirit was imperious, and his character extremely irritable.

He was not without his duels; known, however, as one of the best swordsmen of the army, though *left-handed* perforce, his deserved reputation made a man look twice before committing himself with one who never shrunk from an attack.

Within a period of twenty years, we played about thirty games at most with Deschapelles. Success was divided—always, however, playing at Pawn and two moves. It may be proper to add, we never engaged in any serious contest with him. It was only when the whim accidentally seized him, that he would propose a game or two with us; a favour of the master, which he was not lavish of to others. Within the same time we have seen him play five or six Pawn games with La Bourdonnais, and about the same number with M. le Comte Boissy d'Anglas. At this sort of game, which consists in taking or receiving a certain number of Pawns for the Queen, he was incomparable and beyond anything that can be imagined. In this game, he perfected the Pawn school of Philidor; giving the Rook, he played before us, from seven to eight games against General Guingret, and at Pawn and two moves we have seen M. Schulten contest gloriously three games against this powerful *athlète*. These are all we recollect seeing played by M. Deschapelles over the chess board.

But by way of digression, how often have we not discoursed of chess matters with him? Like La Bourdonnais, we yielded to him in these discussions—not that he was always right, but because some good fruit was always to be gleaned from the confusion even of his paradoxes. Deschapelles was not what may be called learned in chess; except some debuts of Philidor, and some stratagems of Greco, he owed all to himself. His strength was not borrowed but innate. Thus he dared not venture on every opening, and he found himself better on the *terrain* of the game at Pawn and two moves, which he had played all his life, and with which he was thoroughly acquainted.

One proof of what we have here advanced which might appear strange is, besides the opinion of La Bourdonnais, a long and animated contest between Deschapelles and Mr. Cochrane. This celebrated English player came to Paris in 1820 and 1821, to measure his strength against Deschapelles, and La Bourdonnais. The *partie* was organized in form of the *poule*. Deschapelles gave Pawn and two moves to La Bourdonnais and Mr. Cochrane; these two played even. La Bourdonnais was the greatest winner, and Mr. Cochrane the greatest loser. M. Deschapelles' advantages over Mr. Cochrane were counterbalanced by his losses against La Bourdonnais Mr. Cochrane, tired of playing at Pawn and two moves with Deschapelles, proposed to play him even, betting one to two. Deschapelles did not consent to this arrangement, before intimating to Mr. Cochrane he would not perhaps gain a single game. Cochrane, admirable in the Gambits, perfectly at home in the Giuoco Piano, and possessing besides a vast and complete knowledge of all the best authors who have written on the openings, won more than a third, and consequently recovered a part of the money he had lost at Pawn and two moves. Fifteen years afterwards M. Deschapelles still naively recounted to us "For the first twenty moves I had always a bad game, and I only won games that were considered desperate." It was the explicit avowal of his ignorance of all that theoretic science has done for the openings. But to compensate this, what solidity, what precision in the longest calculations! None ever saw so far as Deschapelles in the middle of the game, and none was ...r a better judge of position. He was as if absorbed in the composition

of a plan, and if his adversary played the correct moves, it was then his triumph was only the more secure by the depth and solidity of his conceptions, which he followed majestically without being turned aside by secondary incidents. To comprehend all the profoundity of the decisive *coup*, it was necessary to go far back, and follow the links of the plan conceived in his brain, and which he only unfolded afterwards on the chess board.

To be continued.

DEATH OF MR. DONALDSON.

We are deeply concerned at having to announce the death of another great Chess Player. Mr. Donaldson, of Scotland, whose extraordinary skill in the conduct of the match of Chess by Correspondence, with the London Chess Club, many years ago, has won for him deserved celebrity, expired in Edinburgh, rather suddenly, a few days since. The correspondent who has forwarded the melancholy intelligence, kindly favours us with a game played between Mr. Donaldson and Captain J. G. Bell in June last, which is probably the last recorded game the former ever played, and, on that account, wholly apart from any intrinsic merit, it is sure to be of interest to our readers on both sides of the Tweed.

CHESS INTELLIGENCE.

Match by Correspondence between the London and Amsterdam Clubs.—The terms proposed by the London Chess Club have been agreed to by their opponents, with the exception of the amount of stakes to be played for. This the Amsterdam players have reduced to £50 a side. All preliminaries being now definitively settled, we may expect the contest to begin forthwith.

Match of Seven Games, between Captain Kennedy and Mr. Lowe.—This interesting struggle has been brought to a close within the last few days, Captain Kennedy being declared the victor, but only by the odd game. The result is the more creditable and gratifying to Captain K., from the circumstance of his having to fight up at the end against the serious disadvantage of being three games behind.

A new Chess Club has lately been established under very promising auspices, at Reading, and from the specimens of its leading Members' play, with which we have been favoured, it bids fair to take rank among the most important of the provincial institutions for the promotion of this delightful recreation.

A few lovers of Chess are exerting themselves to institute a Chess Club, in connexion with the Old Kent Road Literary and Scientific Institution. Any gentleman of the neighbourhood willing to co-operate in this laudable undertaking, are requested to signify their intention, by addressing a line to "A. A.," at the above-named place.

SOLUTIONS TO PROBLEMS in No. 1.

No. 1.

White.	*Black.*
1. R. to B. eighth (double check)	K. to R. second
2. P. to K. Kt. fifth	B. takes R. (best)
3. P. to Kt. sixth (check)	K. moves
4. P. to Kt. seventh (check), mating next move.	

No. 2.

White.	*Black.*
1. Kt. takes B. (dis. check)	K. to K. (best)
2. P. to B. seventh (check)	K. to Q. second
3. P. becomes a Kt. (check)	K. to Q. B. (best)
4. R. to R. eighth (check)	B. interposes
5. R. takes B. (check)	K. moves
6. B. to Kt. sixth (check)	K. moves
7. R. to Q. eighth	

Mate.

No. 3.

White.	*Black.*
1. P. to B. sixth (check)	K. to K. third (best)
2. K. B. to Q. B. fourth	B. moves (best) *
3. Kt. to K. B. fourth (double check)	K. to K. second
4. Kt. to Kt. fifth	

Mate.

* If R. check, Kt. takes R., mate; if K. to B. second, Kt. to B. fourth, mate; if Kt. to Q. third, mate follows with double check, as in text.

No. 4.

White.	*Black.*
1. Q. to Q. Kt. third (check)	K. takes Q. (or A.)
2. Kt. to Q. B. fifth (check)	K. to Q. R. seventh
3. B. to Q. B. fourth (check)	K. takes Kt.
4. K. to K. second (check)	K. to Q. B. seventh
5. B. to Q. Kt. third.	

Mate.

A.

	K. to Q. R. fourth
Q. to Q. fifth (check)	K. to Q. R. fifth
B. to Q. Kt. fifth (check)	K. to Q. R. fourth
B. to Q. B. fourth (check)	K. to Q. R. fifth
Q. mates	

No. 5.

White.	*Black.*
1. P. Queens (check)	Q. takes Q.
2. R. to Q. sixth (check)	K. takes R.
3. Kt. to Q. B. fourth (check)	K. to Q. fourth
4. R. to K. seventh, and must mate in two moves more.	

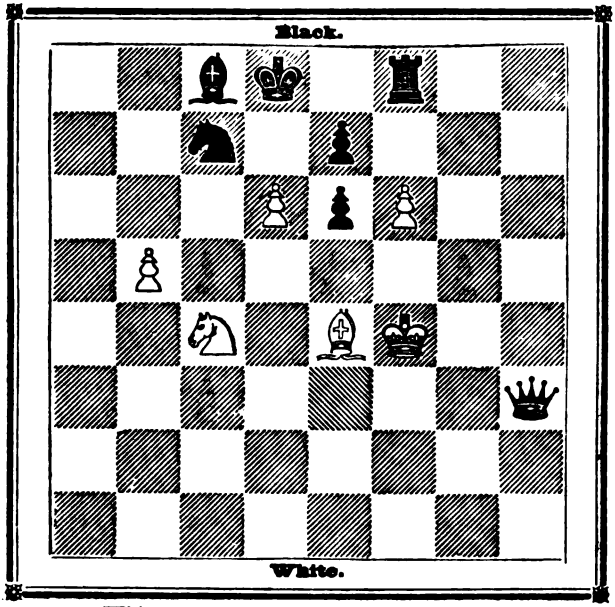
No. 6.

White.	*Black.*
1. Kt. to K. Kt. fifth (check)	K. to B. sixth or fifth
2. R. to K. B. seventh (check)	K. takes Kt.
3. R. to K. B. fifth (check)	K. to Kt. fifth
4. R. to Q. B. fifth (dis. check)	K. to Kt. sixth
5. R. to K. Kt. fifth	

Mate.

PROBLEM, No. 12.

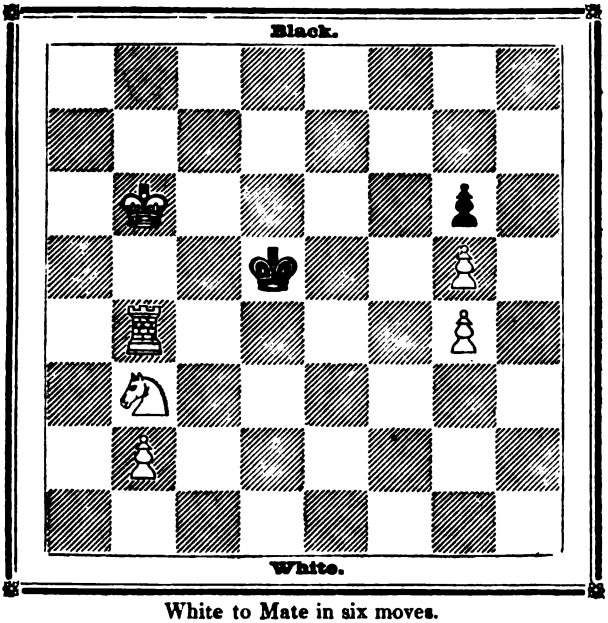
By Mr. M'G—r.



White moving first, to Mate in four moves.

PROBLEM, No. 13.

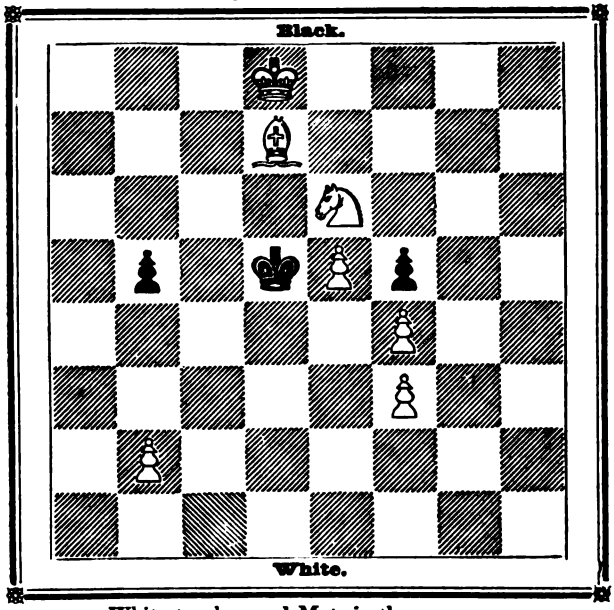
By R. A. B.



White to Mate in six moves.

PROBLEM, No. 14.

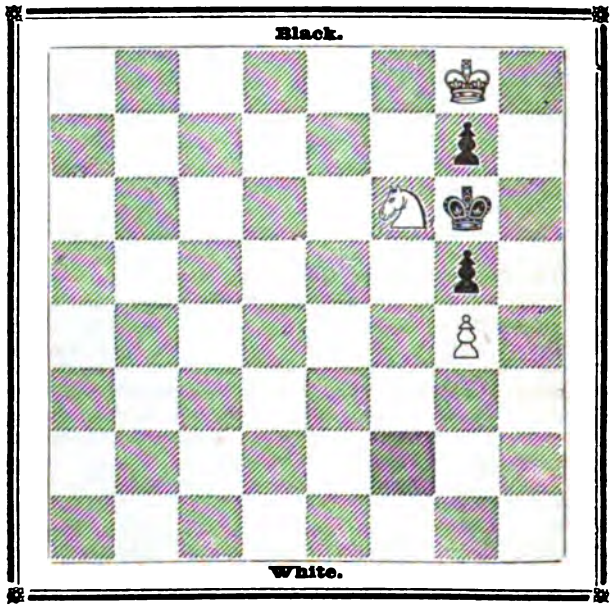
By Mr. Horwitz.



White to play, and Mate in three moves.

PROBLEM, No. 15.

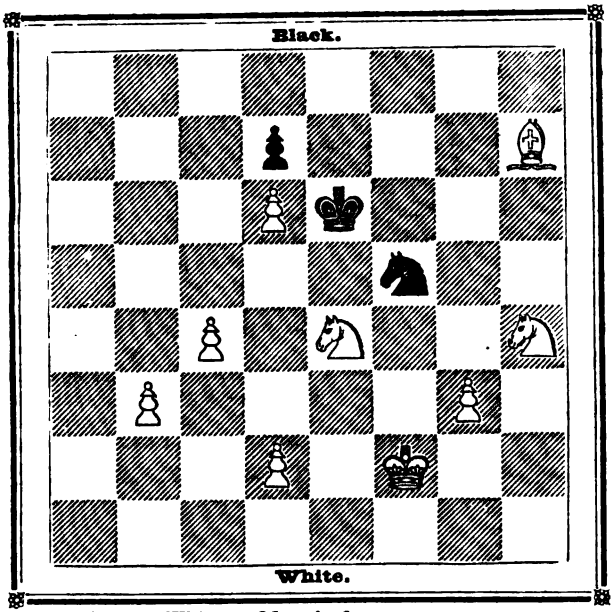
By Mr. Horwitz.



White to play, and Mate in three moves.

PROBLEM, No. 16.

By A. L——N, Holkham.



White to Mate in four moves.

CHESS IN GERMANY.

The subjoined account of Mr. Harrwitz's visit to the Berlin Chess-club, and his encounters with some of the members of that well known society, will be read with interest by the players of this country.

"The visit of two strong players, our old friend Herr Mayet, and Herr Harrwitz on his return from England and France, gave great animation to the close of last year and the commencement of the present in our club. Unfortunately these gentlemen could make but a short sojourn, but this they devoted as much as possible (Herr Harrwitz being occasionally indisposed) to the noble game, and measured their strength against one another on five different occasions. Three of these sittings gave no decisive result; in two of them each player won one game, and the issue of the third contest was a drawn battle. On the other two days, however, Herr Harrwitz was the conqueror, winning on the one, two *parties*, and drawing a third, and on the other being the victor in the only game played. On the whole, therefore, Herr Harrwitz won five games, lost two, and made two drawn games.

We must however remark, Herr Mayet has been out of practice for years, as is proved besides by three games he played with the President of the club, Herr Hanstein, two of which he lost, and only drew the third. Several appointments were made for a combat between Herr Harrwitz and the President, but on two of these occasions the former found himself too ill to play, and on a third the latter was prevented by official duties from coming to the rendezvous.

We shall communicate in our present and following numbers, the most interesting of these games, and in addition an Evans Gambit, which our distinguished guest lost against a player still younger than himself, to the great encouragement of his adversary, who is only in his nineteenth year.

Herr Harrwitz also won two games against Von Hannecken and three against Cubitz. During the few days of his stay among us, his unassuming demeanour and highly ingenious play excited so much interest in the club, that its members look forward with the greatest pleasure to a second visit which he has promised us for April next. As a souvenir, our visitor left us two problems which we shall publish shortly, and engaged to transmit us, without delay, news of his encounter in Breslau, with Herr Andersen, the leading player there.

Since writing the above, we learn, that Herrein Harrwitz and Andersen have agreed, after playing one game in which Herr Harrwitz fought without seeing the board, to play eleven games in the usual way across the board. The game played without Herr Harrwitz seeing the chess board was lost by him; but in the subsequent series of eleven, up to the first of February, he had won two games to his opponent's one."—*Berlin Schachzeitung.*

Between Herr Harrwitz and Herr Dufresne.

White. (Herr D.)	*Black.* (Herr H.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.
5. P. to Q. B. third	5. B. to Q. R. fourth
6. Castles	6. B. to Q. Kt. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. P. to Q. third
9. B. to Q. Kt. second	9. K. Kt. to B. third
10. Q. to her B. second	10. Castles
11. P. to K. fifth	11. P. takes P.
12. P. takes P.	12. K. Kt. to Q. fourth (*a*)
13. K. R. to Q. square	13 Q. B. to K. third
14. B. takes Kt.	14. Q. B. takes Kt.
15. Q. Kt. to B. third	15. Kt. to K. second

White. (Herr D.)	*Black.* (Herr H.)
16. K. Kt. to his fifth	16. Kt. to K. Kt. third (*b*)
17. Kt. takes K. R. P.	17. K. takes Kt.
18. Kt. takes B.	18. Q. to K. Kt. fourth
19. R. to Q. third	19. P. to Q. B. third
20. R. to K. R. third. (check)	20. K. to Kt. square
21. R. to K.K t. third	21. Q. to K. R. fifth
22. Kt. to K. B. sixth, (check) (*c*)	22. P. takes Kt.
23. R. takes Kt. (check)	23. P. takes R.
24. Q. takes R. (check)	24. K. to R. square
25. P. takes P.	25. R. to B. second (*d*)
26. Q. takes R.	26. R. to K. Kt. square
27. K. to R. square	27. Q. to K. Kt. fifth
28. Q. R. to K. Kt. square	28. B. takes K. B. P.
29. Q. to K. eighth (*e*)	29. K. to R. second
30. P. to K. B. seventh	

And Black surrendered.

Notes.

(*a*) It would probably have been more prudent to retire the Kt. to K's square.

(*b*) If he had played P. to K. Kt. third, White would have pursued his attack by moving Q. Kt. to K. fourth.

(*c*) The sacrifices that commence here are correct, and shew an excellent *coup d'œil* and a true estimate of the value of position.

(*d*) A highly ingenious counter sacrifice that could perhaps have still saved the game against a less talented adversary. White is still obliged to play with the utmost circumspection.

(*e*) The crowning move of a well-played game.

In a match between Herr Hanstein and V. D. Goltz, the former giving the Pawn and two moves.

(*Remove White's K. B. P. from the board.*)

Black. (V. D. G.)	*White.* (Herr H.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. P. to K. third
3. P. to Q. B. fourth	3. P. to Q. B. fourth
4. P. to Q. fifth	4. P. to Q. third
5. Q. Kt. to B. third	5. Q. Kt. to R. third
6. K. Kt. to B. third	6. K. B. to K. second
7. K. B. to K. second	7. K. Kt. to B. third

Black. (V. D. G.)	*White.* (Herr H.)
8. K. Kt. to his fifth	8. P. takes P.
9. Q. B. P. takes P.	9. Q. Kt. to B. second
10. P. to K. B. fourth	10. Castles
11. K. B. to Q. B. fourth	11. P. to K. R. third
12. K. Kt. to B. third (*a*)	12. K. to R. square
13. P. to K. fifth	13. K. Kt. to R. fourth
14. P. to K. Kt. third	14. Q. B. to K. Kt. fifth
15. K. B. to K. second	15. Q. to K. square
16. Q. Kt. to K. fourth	16. Q. R. to Q. square (*b*)
17. Q. Kt. to B. second	17. P. takes K. P. (*c*)
18. Kt. takes B.	18. Q. R. takes P.
19. Q. to B. second	19. P. takes P.
20. K. Kt. to K. fifth	20. P. takes P. (*d*)
21. P. takes P. (*e*)	21. Kt. takes P. (*f*)
22. Kt. to Kt. sixth (check) (*g*)	22. K. to Kt. square
23. Kt. takes K. R. P. (check)	23. P. takes Kt.
24. Kt. takes K. R. (*h*)	24. B. takes Kt.
25. K. R. to Kt. square	25. B. to Q. third
26. Q. B. takes P. (*i*)	26. Q. Kt. to his fourth (*k*)
27. Q. to her B. fourth	27. K. to R. second
28. Q. takes Q. Kt.	28. Q. takes Q.
29. B. takes Q.	29. K. takes B.

Black ultimately won the game.

Notes.

(*a*) Kt. to K. sixth, would probably have been better, because even if White had taken it with his inactive Bishop, he would still have had a very confined game.

(*b*) Better than P. with P., as in that case, Black could play P. to Q. sixth.

(*c*) White gives up a piece for the attack. The sacrifice was not imperative, since he might have played, 16. Q. B. takes Kt., and on Black's retaking the Q. B., have advanced P. to K. Kt. third, but then his King would have been much exposed.

(*d*) The game at this stage is highly interesting from the attack which each has got, and seems to pursue, regardless of his own danger. The slightest fault on either side, however, would lead to certain ruin.

(*e*) If Black had played Kt. to Kt. sixth, check, White would have taken the Kt. with his Q, and in reply to Q. takes Q., would have advanced his P. to K. Kt. seventh, whereupon Black has two modes of play. In the first place :

22. R. to K. Kt. square	22. B. to K. R. fifth (check)
23. Kt. to K. B. second	23. B. takes Kt. (ch.), and wins.

or secondly,

22. Kt. to K. B. second	22. R. takes Kt.
23. K. takes R.	23. P. takes R., becoming a Q., and White must win.

(*f*) White resolutely persists in the attack, which, indeed, is his best defence. Black has a very difficult game to play, on account of the many variations which now present themselves.

(*g*) The spectators were dissatisfied with this move. They fancied, 21. Kt. takes R. P. would have given Black the game; for if then White play, 21. Kt. takes R., then Black, by playing, 22. Kt. to Kt. sixth (check), followed, when White moved his King to R. second, by Kt. taking R. (double check), must have won. Or if at move 21, White had taken Kt. with his Q. R., then, 22. Kt. to B. seventh (double check), and afterwards, 23. Kt. takes Q. R., and wins. But there is another mode of play for White, when his K. R. P. is taken by the Knight, namely,

21. Kt. takes K. R. P.	21. Kt. takes K. R.
22. Kt. to Kt. sixth (check)	22. Q. takes Kt.
23. Q. takes Q.	23. B. to K. R. fifth, mating next move.

which shews that lookers on generally, do not see so deeply into the game as the players themselves.

(*h*) Kt. takes B. (check), would have won the game. *e. g.*

23. Kt. takes B. (check)	23. Q. takes Kt.
24. Q. to K. Kt. sixth (check)	24. Q. to K. Kt. second
25. Q. takes Q.	25. K. takes Q.
26. R. to Kt. square, &c.	

(*i*) P. to Q. Kt. third, in order to bring the Q. B. to Kt. second, would have been better.

(*k*) This is not well played; White overlooked the forced exchange of Queens; he should rather have moved Q. to K.'s third, compelling the B. to return to his square, after which, the game would have been in White's favour.

Between Herr Mayet and Herr Harrwitz.

Black. (Mr. M.)	*White.* (Mr. H.)
1. P. to Q. fourth	1. P. to Q. fourth
2. P. to. Q. B. fourth	2. P. to K. third
3. Q. Kt. to B. third	3. K. Kt. to B. third
4. Q. B. to K. Kt. fifth	4. Q. Kt. to Q. second
5. P. takes P.	5. P. takes P.
6. Kt. takes P. (*a*)	6. Kt. takes Kt.
7. B. takes Q.	7. B. to Q. Kt. fifth (check)
8. Q. to Q. second	8. K. takes Q. B.
9. P. to K. fourth	9. K. R. to K. square
10. P. to K. B. third	10. P. to K. B. fourth
11. B. to Q. third	11. Kt. to K. B. fifth (*b*)
12. K. to Q. square	12. B. takes Q.

Black. (Mr. M.)	*White.* (Mr. H.)
13. K. takes B.	13. Kt. takes K. Kt. P.
14. Kt. to K. R. third	14. P. takes K. P.
15. P. takes P.	15. Q. Kt. to K. B. third
16. Kt. to K. Kt. fifth	16. Kt. to K. B. fifth
17. Kt. to B. seventh (check)	17. K. to his second
18. Kt. to K. fifth	18. B. to Q. second
19. K. R. to K. Kt. square	19. P. to K. Kt. third
20. B. to Q. B. second	20. Q. R. to Q. square
21. K. to his third	21. K. Kt. to K. third
22. P. to Q. fifth	22. K. Kt. to Q. B. fourth
23. K. to Q. fourth	23. P. to Q. Kt. third
24. P. to Q. Kt. fourth (*c*)	24. Kt. to Q. Kt. second
25. Q. R. to K. B. square	25. P. to Q. B. third

Winning the game in a few moves.

Notes.

(*a*) After this miscalculation, which costs Black a Piece, the game is of course lost against a player of Mr. Harrwitz's strength. Mr. Mayet, however, is not easily discouraged.

(*b*) A masterly manœuvre. The Black King must move, or another piece is lost. The K. Kt. P. cannot be saved.

(*c*) Black's pieces are all in full action, but White cannot be prevented from developing his also; and the former must succumb to superior numbers.

Between the same Players.

White. (Mr. H.)	*Black.* (Mr. M.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. B. to Q. B. fourth	3. Q. (checks)
4. K. to B. square	4. P. to Q. third
5. P. to Q. fourth	5. K. Kt. to K. second (*a*)
6. K. Kt. to B. third	6. Q. to K. R. third
7. Q. Kt. to B. third	7. P. to Q. B. third
8. K. to K. Kt. square	8. B. to K. Kt. fifth
9. P. to K. R. third	9. B. to K. third

White. (Mr. H.)	*Black.* (Mr. M.)
10. P. to Q. fifth	10. B. to Q. second
11. P. to K. Kt. third	11. K. Kt. to Kt. third
12. K. to Kt. second	12. P. to K. B. fourth
13. Q. to her third	13. P. takes K. P.
14. Q. takes P. (check)	14. K. B. to K. second
15. Q. B. to Q. second.	15. K. to Q. square
16. Q. R. to Q. square	16. K. R. to K. B. square
17. Q. Kt. to K. second	17. Q. B. to K. B. fourth
18. Q. to Q. fourth	18. B. takes Q. B. P.
19. Q. B. takes P.	19. K. Kt. takes B. (check)
20. Kt. takes Kt.	20. B. takes Q. R. (*b*)
21. Kt. to K. sixth (check) (*c*)	21. Q. takes Kt.
22. P. takes Q.	22. B. takes Kt. (check)
23. K. to R. second	23. B. takes R.
24. K. takes B.	24. R. to K. B. third
25. P. to K. Kt. fourth	25. P. to Q. B. fourth (*d*)
26. Q. to K. fourth	26. K. to B. second
27. Q. takes K. R. P.	27. Kt. to Q. B. third
28. Q. takes Kt. P.	28. Q. R. to K. B. square
29. B. to Q. fifth	29. K. to Q. square
30. P. to K. R. fourth	30. R. to B. seventh
31. K. to Kt. square	31. Kt. to Q. fifth
32. P. to K. R. fifth	32. Kt. to K. seventh (check)
33. K. to R. square	33. Kt. to Kt. sixth (check)
34. K. to Kt. square	34. R. to K. seventh
35. B. to K. Kt. second	

And Black announced mate in four moves.

Notes.

(*a*) The defence deviates considerably from the theory of this opening, but it is hardly to be objected to against so practised a player.

(*b*) Instead of this, which gives his adversary the opportunity of making an advantageous sacrifice, White should have taken the B. with K. R.

(*c*) Taking the B. with K. R. is not so good as this.

(*d*) This move costs two Pawns, but it enables Black more speedily to develope his forces.

Between the same Players.

Black. (Mr. M.)	*White.* (Mr. H.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. Kt. fifth	3. K. Kt. to B. third
4. Castles	4. K. B. to Q. third (*a*)
5. B. takes Q. Kt. (*b*)	5. Q. P. takes B.
6. P. to Q. fourth	6. Q. to K. second
7. P. to Q. B. fourth	7. P. to Q. Kt. third
8. P. to Q. Kt. fourth	8. P. to Q. B fourth
9. Q. Kt. P. takes P.	9. Q. Kt. P. takes P.
10. P. takes P.	10. B. takes P.
11. Q. Kt. to B. third	11. P. to Q. B. third
12. Q. B. to K. Kt. fifth	12. Castles
13. B. to K. R. fourth	13. Q. B. to K. Kt. fifth
14. P. to K. R. third	14. B. to K. R. fourth
15. P. to K. Kt. fourth	15. B. to K. Kt. third
16. Q. to K. second	16. Q. to K. third
17. Q. R. to Q. square	17. Q. R. to Q. square
18. Q. R. to Q. third	18. R. takes R.
19. Q. takes R.	19. P. to K. R. third
20. K. R. to Q. square	20. Kt. takes K. Kt. P. (*c*)
21. P. takes Kt.	21. Q. takes P. (check)
22. K. to R. second	22. B. to K. R. fourth

And Black resigned.

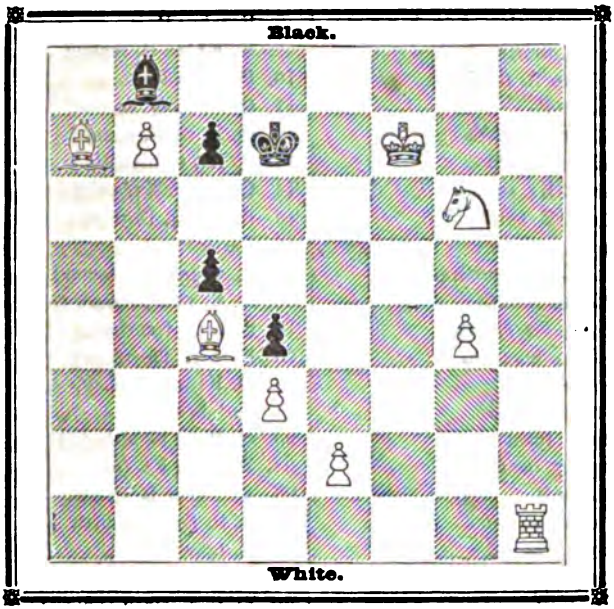
Notes.

(*a*) This move, which may be substituted for K. Kt. to B. third, White's preceding move, looks unscientific, but in actual play is so good, that the first player must proceed with the greatest caution, or his attack will speedily be converted into a defence.

(*b*) By taking the Kt., Black at once frees his adversary from the fetters in which he had placed himself.

(*c*) The premature advance of the K. Kt. P. often presents an opportunity for an advantageous sacrifice.

PROBLEM, No. 17.
By Mr. M'G—r.



White Mates in three moves.

CHESS IN THE METROPOLIS.

The following interesting Game was played some months ago between Messrs. STAUNTON and C. KENNY, the former giving the large odds of Queen's Rook.

(*Remove White's Q. R. from the Board.*)

White. (Mr. S.)	*Black.* (Mr. C. K.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. K. Kt. to B. third	2. P. to K. third
3. P. to Q. B. third	3. Q. Kt. to B. third
4. K. B. to Q. third	4. P. to Q. fourth
5. P. to K. fifth	5. K. B. to K. second

White. (Mr. S.)	*Black.* (Mr. C. K.)
6. Castles	6. K. Kt. to R. third
7. B. to Q. B. second	7. P. to K. B. fourth
8. P. takes P. (in passing)	8. B. takes P.
9. P. to Q. fourth	9. K. Kt. to B. second
10. Q. Kt. to R. third	10. P. takes P.
11. P. takes P.	11. Q. B. to Q. second
12. Q. Kt. to his fifth	12. Q. R. to B. square
13. Q. Kt. to B. third	13. Q. Kt. to his fifth
14. B. to Q. Kt. square	14. Q. to her Kt.'s third
15. P. to Q. R. third	15. Kt. to Q. B. third
16. R. to K. square	16. Castles
17. Kt. to Q. R. fourth (*a*)	17. Q. to her B.'s second
18. Q. Kt. to B. fifth	18. K. R. to K. square (*b*)
19. P. to Q. Kt. fourth	19. P. to Q. Kt. third
20. Q. Kt. to his third	20. P. to K. fourth (*c*)
21. P. takes P.	21. Q. Kt. takes K. P.
22. Kt. takes Kt.	22. R. takes Kt.
23. B. to K. third	23. Q. B. to R. fifth (*d*)
24. Q. to her third	24. B. takes Kt. (*e*)
25. Q. takes B.	25. Q. to her B's sixth
26. Q. to her square	26. B. to K. Kt. fourth
27. R. to K. second	27. B. takes B.
28. R. to Q. B. second	28. B takes P. (check)
29. K. takes B.	29. Q. to K. sixth (check)
30. K. to B. square	30. R. takes. R.
31. B. takes R.	31. Kt. to Q. third
32. P. to K. Kt. third	32. Kt. to Q. B. fifth (*f*)
33. P. to Q. R. fourth	33. Kt. to Q. seventh (check)
34. K. to Kt. second	34. Q. to K. seventh (check)
35. Q. takes Q.	35. R. takes Q. (check)
36. K. to R. third	36. Kt. to K. B. sixth

And wins.

Notes.

(*a*) We doubt the prudence of disturbing the Queen. It would have been better, we believe, to have persevered in an attack on the King's side.

(*b*) If we mistake not, Black should have taken the Q. P. with his Kt.

(*c*) Mr. Kenny plays this game with remarkable care and judgment. By the timely advance of this Pawn he insures an exchange of Pieces and the game.

(*d*) Well played.

(*e*) In making his previous move Black foresaw there was nothing to apprehend from his opponent's attack on the K. Rook's P.

(*f*) The destroyer comes! White has no power to repel the advance of his fatal Kt.

Smart skirmish between two amateurs.

White. (Mr. C. K.)	*Black.* (Mr. N.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. Kt. to B. third	3. P. to K. Kt. fourth
4. K. B. to Q. B. fourth	4. K. B. to Kt. second
5. Castles	5. P. to K. R. third
6. P. to Q. fourth	6. P. to Q. third
7. P. to Q. B. third	7. K. Kt. to B. third
8. P. to K. fifth	8. P. takes P.
9. Kt. takes P.	9. Q. B. to K. third
10. Q. to K. square	10. Q. Kt. to Q. second
11. Kt. takes K. B. P.	11. K. takes Kt.
12. Q. takes B. (check)	12. K. to Kt. third
13. B. to Q. third (check)	13. K. to R. fourth
14. Q. mates	

CHESS OF OLD IN THE WESTMINSTER CHESS CLUB.

Between Messrs. SLOUS and WALKER.

White. (Mr. Slous.)	*Black.* (Mr. G. Walker.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. B. third	4. K. Kt. to B. third
5. P. to Q. third	5. P. to Q. third
6. Castles	6. Castles
7. K. to R. square	7. Q. Kt. to K. second
8. P. to K. R. third	8. Kt. to K. Kt. third
9. Kt. to K. R. second	9. P. to Q. fourth
10. P. takes P.	10. Kt. takes P.

White. (Mr. Slous.)	*Black* (Mr. Walker.)
11. P. to Q. fourth	11. P. takes P.
12. P. takes P.	12. B. to Kt. third
13. P. to K. B. fourth	13. B. to K. B. fourth
14. Kt. to Q. B. third	14. Kt. takes Kt.
15. P. takes Kt.	15. Q. to K. R. fifth
16. K. Kt. to B. third	16. Q. to K. Kt. sixth
17. Q. to K. square	17. Q. takes Q.
18. R. takes Q.	18. K. R. to K. square
19. B. to Q. second	19. K. to B. square
20. K. Kt. to Kt. fifth	20. P. to Q. B. fourth
21. Kt. takes R. P. (check)	21. K. to Kt. square
22. Kt. to Kt. fifth	22. Kt. to K. R. square
23. P. to K. Kt. fourth	23. B. to Q. second
24. P. to Q. fifth	24. B. to Q. B. second
25. B. to Q. third	25. P. to Q. Kt. fourth
26. P. to Q. B. fourth	26. P. takes P.
27. B. takes P.	27. R. takes R. (check)
28. R. takes R.	28. R. to K. square
29. R. takes R. (check)	29. B. takes R.
30. P. to K. B. fifth	30. K. to B. square
31. B. to K. third	31. B. to Q. Kt. third
32. Kt. to K. fourth	32. K. to K. second
33. Q. P. checks	33. K. to Q. square
34. Kt. takes P.	34. P. to K. B. third (*a*)
35. Kt. to K. sixth (check)	35. K. to Q. B. square
36. K. B. checks	36. K to Q. Kt. square
37. P. to Q. seventh (*b*)	37. B. takes P.
38. Q. B. checks	38. K. to Q. R. square
39. K. takes Kt. P.	39. Kt. to K. B. second
40. Kt. to K. R. fifth	40. B. to Q. fifth
41. P. to K. R. fourth	41. B. to Q. B. third (check)
42. K. to R. second	42. Kt. to K. fourth
43. B. takes Kt.	43. B. takes B. (check)
44. Kt. to Kt. third	44. Q. B. to Q. fourth
45. P. to Q. R. fourth	45. B. to Q. B. third
46. B. to Q. Kt. fifth	46. B. takes B.
47. P. takes B.	47. K. to Kt. second
48. K. to R. third	48. K. to Kt. third
49. Kt. to K. fourth	49. K. takes P.
50. P. to K. R. fifth	50. B. to K. B. fifth
51. Kt. takes P.	51. P. to Q. R. fourth
52. Kt. to Q. fifth	52. B. to K. R. third

White. (Mr. Slous.)	*Black.* (Mr. Walker.)
53. P. to K. B. sixth	53. P. to Q. R. fifth
54. P. to B. seventh	54. P. to R. sixth
55. P. to Kt. fifth	55. B. to B. square
56. Kt. to Q. B. third (checks)	56. K. to Q. Kt. fifth
57. P. to R. sixth	57. K. takes Kt.
58. P. to R. seventh	58. K. B. to Kt. second
59. B. P. Queen's	59. B. takes Q.
60. R. P. Queen's (check)	60.

And wins.

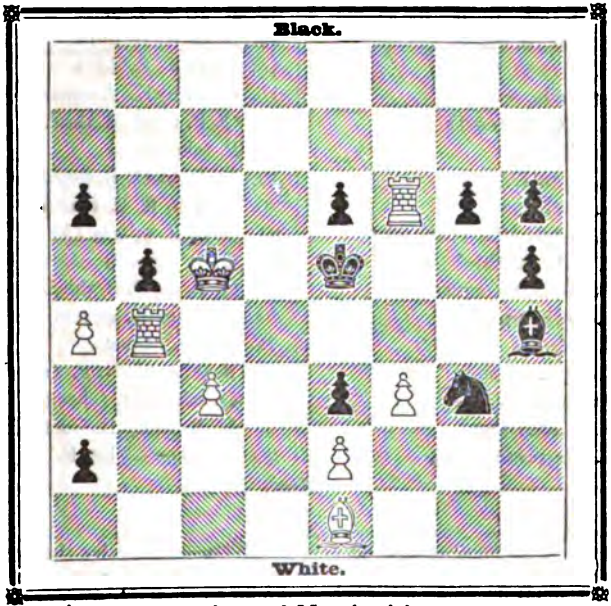
Notes.

(*a*) Like a bad general, Black has permitted his men to be driven back into positions from which he can only extricate them by the sacrifice of time or material.

(*b*) The utility of giving up this important Pawn is not apparent. B. to K. B. fourth we should have thought much better play.

PROBLEM, No. 18.

By Mr. C. R. L——s.



White to play, and Mate in eight moves.

CHESS IN THE PROVINCES.

Game just played at the Brighton Chess Club, between CAPTAIN KENNEDY and Mr. DELAMAIN, the former giving his K. Kt. and "the move."

Remove Black's K. Kt. from the board.

White. (Mr. D.)	*Black.* (Capt. K.)
1. P. to K.fourth	1. P. to Q. B. fourth
2. K. B. to Q. B. fourth	2. P. to K. third
3. Q. Kt. to B. third	3. Q. Kt. to B. third
4. K. Kt. to B. third	4. K. B. to K. second
5. P. to Q. fourth	5. P. takes P.
6. K. Kt. takes P.	6. Castles
7. P. to Q. R. third	7. P. to K. B. fourth
8. P. takes P.	8. Kt. takes Kt.
9. Q. takes Kt.	9. K. R. takes P.
10. Castles	10. K. B. to Q. B. fourth
11. Q. to Q. third	11. P. to Q. fourth
12. K. B. to Q. R. second	12. Q. B. to Q. second
13. Q. B. to K. third	13. K. B. to Q. third
14. P. to K. B. fourth	14. Q. to K. B. third
15. Q. B. to Q. fourth	15. Q. to K. R. third
16. Kt. to K. second	16. Q. R. to K. B. square (*a*)
17. P. to Q. B. fourth	17. Q. B. to Q. B. third
18. P. takes P.	18. P. takes P.
19. Q. B. to K. fifth	19. K. B. to Q. B. fourth (check)
20. K. to R. square	20. K. R. to K. R. fourth
21. K. B. takes Q. P. (check)	21. K. to R. square (*b*)
22. P. to K. R. third	22. Q. B. takes B.
23. Kt. to K. Kt. square (*c*)	23. Q. B. to Q. B. third
24. P. to Q. Kt. fourth	24. K. B. to K. second
25. P. to Q. Kt. fifth	35. R. to Q. square
26. Q. to K. second	26. R. takes K. R. P. (check)
27. Kt. takes R.	27. Q. takes Kt. (check)
28. K. to Kt. square	28. K. B. to Q. B. fourth (check)
29. R. interposes	29. Q. takes K. Kt. P.

Mate.

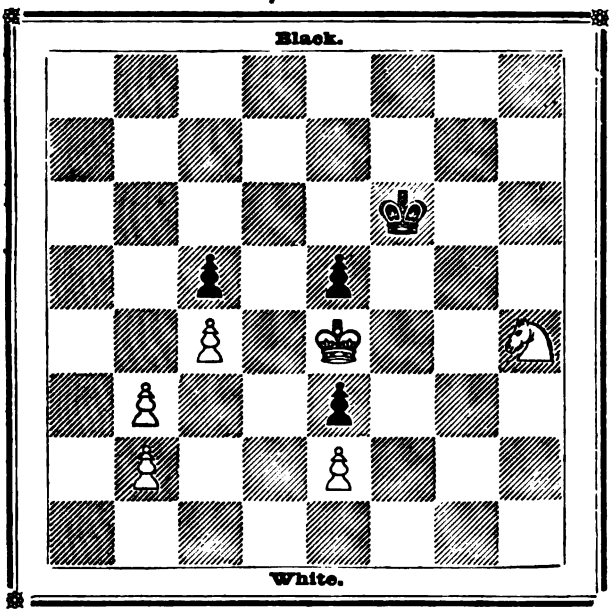
Notes.

(*a*) Black declines winning K. B. P., which would involve the exchange of two pieces, and hardly compensate for the gain of the Pawn.

(*b*) A slight examination of this position will shew the student that Black, wing his K. to R square in place of capturing the checking B., wins a y force.

If White now retake B. with Q., he is mated in two moves.

PROBLEM, No. 19.
By C. E. R.



White to Mate in five moves.

CALVI'S ELEMENTARY LESSONS.

(*Continued from page 56.*)

TWENTY-FIFTH LESSON.

THIRD SECTION. K. BISHOP'S GAMBIT.

Second Opening.

White.	*Black.*
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. K. B. to Q. B. fourth	P. to Q. B. third

In the preceding lesson, we have shewn, that if Black play at his third move P. to K. B. fourth, you acquire a position which secures you the game. In this, we shall analyze several other moves, which can be made in the same position.

For instance—

P. to Q. B. third	K. B. to K. second
Q. to K. B. third	P. to K. Kt. fourth, and
K. Kt. to B. third	P. to Q. third
K. Kt. to K. second	

We shall see that none of these moves furnish the means of an advantageous resistance. We shall reserve the analysis of the best defence which Black can make, which consists in giving check with Q. at K. R. fifth, for the next lesson.

4. Q. to K. B. third	Q. to K. R. fifth (check)

Cozio, instead of directing you to play Q. to B. third, makes you move Q. P. two; but I think the move not good, because Black, by pushing his Q. P. two, obliges you to exchange the K. P. for his Q. Pawn.

Black, instead of playing the Q. to K. R. fifth, could play K. Kt. P. two squares, or Queen to K. B. third. In the first case, you should play K. R. P. two. In the second, see Variation.

5. P. to K. Kt. third	P. takes P.
6. B. takes K. B. P. (check)	K. to Q.
7. R. P. takes P.	Q. to K. B. third
8. B. takes Kt.	R. takes B.
9. R. takes K. R. P.	

In this position, your game is to be preferred.

Variation from Black's fourth move.

White.	*Black.*
	4. Q. to K. B. third
5. K. Kt. to K. second	P. to K. Kt. fourth
6. P. to Q. fourth	P. to K. R. third
7. Castles	K. B. to Kt. second

If, instead of playing K. B. to Kt. second, he had played Q. P. one, you should play K. Kt. P. one.

8. P. to K. fifth	Q. to K. Kt. third

Had he played his Q. to K. B. fourth, you should play K. Kt. to his third.

9. Q. B. takes doubled P.	P. takes B.
10. Kt. takes P.	Q. to K. Kt. fourth

Black could play his Q. to K. B. fourth. In that case, you should play K. Kt. P. two.

11. Kt. to K. R. fifth

In this position, you have evidently a better game than Black.

Third Opening.

White.	*Black.*
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. K. B. to Q. B. fourth	Q. to K. B. third

This opening belongs to Carrera.

4. P. to K. R. fourth	P. to K. R. third

Instead of playing K. R. P. two squares, you would have done better had you played Q. P. two. (See Variation.)

5. P. to Q. fourth	P. to Q. third
6. Q. Kt. to B. third	P. to Q. B. third
7. K. Kt. to B. third	P. to K. Kt. fourth
8. P. takes P.	P. takes P.
9. R. takes R.	Q. takes R.

In this position Black has the advantage. You cannot take the K. Kt. P. on account of the check which Black would give you with Q. at R. fifth. It would not either be well for you to take the K. B. P. with B., for Black, could take Bishop with K., without fearing the check from Kt., and, after the exchange of Queens, he would have a Piece for two Pawns.

Variation from Black's fourth move.

4. P. to Q. fourth	P. to Q. third
5. Q. Kt. to B. third	P. to Q. B. third
6. K. Kt. to B. third	P. to K. Kt. fourth

If Black, instead of pushing on the K. Kt. P. two, had played Q. B. to K. Kt. fifth, you should have castled.

7. P. to K. R. fourth	P. to K. Kt. fifth

Black, instead of playing K. Kt. P. one, could play K. R. P. one. (See the following Variation.)

8. Kt. to his fifth	K. Kt. to R. third
9. R. to B.	Q. to K. second
10. Q. B. takes P.	P. to K. B. third
11. Q. to her second	P. takes Kt.
12. B. takes P.	Q. to K. Kt. second
13. Q. B. to K. B. sixth	

In this situation, it is evident you have the better game.

Variation from Black's seventh move.

White.	*Black.*
	7. P. to K. R. third
8. P. to K. fifth	Q. to Kt. second

If Black, instead of playing Queen, had taken P. with P., you should play as follows:—

Kt. takes K. P.	*R. to his second*

If Black, instead of playing R. to his second, had moved the Q. Bishop to K. third, you should take Bishop with Bishop, and afterwards give check with Q. at R. fifth, which would have enabled you to take K. Kt. P. with R. P.

P. takes P.	*Q. takes P.*
Castles	*K. R. to Kt. second*
Q. to K. second	

Your game would be the better.

Seventh Opening.

White.	*Black.*
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. K. B. to Q. B. fourth	P. to K. Kt. fourth

This opening is taken from Walker, page 170, third edition.

4. P. to K. R. fourth	K. B. to K. Kt. second

Black, instead of playing K. B. to Kt. second, could play

1. P. to K. B. third
2. P. to K. R. fourth
3. P. to K. Kt. fifth
4. K. B. to K. second
5. K. B. to R. third

Lastly, he could take R. P. with Pawn. (See the following Variations.)

5. P. to Q. fourth	P. to K. R. third
6. P. takes P.	P. takes P.
7. R. takes R.	B. takes R.
8. Q. to K. R. fifth	Q. to K. B. third
9. P. to K. fifth	Q. to Kt. second
10. K. Kt. to R. third	

In this position, you have the better game.

First Variation.

The Six following Variations are from Black's fourth move:—

White.	*Black.*
	4. P. to K. B. third

If Black, instead of playing K. B. P. one, had played Q. P. one, you should play your Q. to K. R. fifth.

5. Q. to K. R. fifth (check)	K. to his second
6. Q. to K. B. seventh (check)	K. to Q. third
7. P. to K. fifth (check)	K. to Q. B. third

If Black, instead of playing K. to B. third, had taken the Pawn with Pawn, you could first check with Q. at her fifth, and afterwards give checkmate at K. fifth.

8. Q. to her fifth (check)	K. to Kt. third
9. Q. to Kt. fifth	

Mate.

Second Variation.

White.	*Black.*
	4. P. to K. R. fourth
5. P. to Q. fourth	P. to Q. third
6. Q. to K. B. third	P. to K. Kt. fifth

Had Black played the Q. B. to K. Kt. fifth, you should play Q. to Q. Kt. third.

7. Q. takes double P.	Q. to K. second
8. Q. Kt. to B. third	K. B. to R. third
9. Q. to K. B. second	K. Kt. to B. third
10. Q. B. takes K. B.	R. takes B.
11. Q. to K. B. fourth	R. to Kt. third

You will Castle on Queen's side, and have a good position.

Third Variation.

	P. to K. Kt. fifth
5. P. to Q. fourth	K. B. to R. third

You do not take K. Kt. P., because Black would play Q. P. two squares. Had Black, instead of playing K. B., pushed on K. R. P. two squares, you should take the doubled Pawn with your Bishop, and would have an excellent game.

6. Q. Kt. to B. third	P. to Q. B. third
7. Q. to K. second	P. to Q. third
8. Q. to K. B. second	Q. to K. B. third

You will retake the Pawn, and will have your pieces better disposed than those of your adversary.

Fourth Variation.

	4. K. B. to K. second
5. Q. to K. R. fifth	P. to Q. fourth
6. B. takes P.	Q. to her third.

If Black had played his Q. B. to K. third, you should take it with your K. B.

7. Q. takes K. B. P. (check)	K. to Q.
8. P. takes P.	B. takes P.
9. R. takes K. R. P.	R. takes. R.
10. Q. takes Kt. (check)	K. to Q. second

You will take Rook with Queen and win easily.

Fifth Variation.

	4. K. B. to R. third
5. Q. to R. fifth	Q. to K. second
6. Q. Kt. to B. third	P. to Q. third
7. P. takes P.	B. takes P.
8. K. Kt. to B. third	K. B. to his third
9. P. to Q. fourth	

In this position, you have evidently the better game.

Sixth Variation.

	4. P. takes P.
5. K. Kt. to B. third	Q. to K. B. third

Black, instead of playing Queen, could bring out the K. B. to K. second. In that case, you should play Q. P. two; Black would have played B. to Kt. fourth, but you would play Kt. to K. fifth, and the next move bring the Queen to R. fifth, which would give you a good game.

6. P. to Q. third	Q. to K. Kt. third
7. Q. B. takes P.	Q. takes K. Kt. P.
8. R. to Kt.	Q. to R. sixth
9. K. B. takes K. B. P. (check)	K. to Q.
10. K. Kt to his fifth	

You take the Queen on the next move.

Eighth Opening.

White.	*Black.*
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. K. B. to Q. B. fourth	P. to Q. third

This opening may be found in Cozio.

4. Q. to K. B. third	Q. to R. fifth (check)
5. K. to B.	P. to K. Kt. fourth

You should rather have played the K. Kt. P. one square

6. P. to K. Kt. third	Q. to K. Kt. fifth
7. Q. takes Q.	B. takes Q.
8. P. takes P.	P. takes P.
9. P. to Q. fourth	K. B. to R. third
10. Q. Kt. to B. third	P. to Q. B. third
11. K. Kt. to K. second	P. to K. B. sixth
12. Kt. to his third	

In this situation, says Cozio, you have the better game.

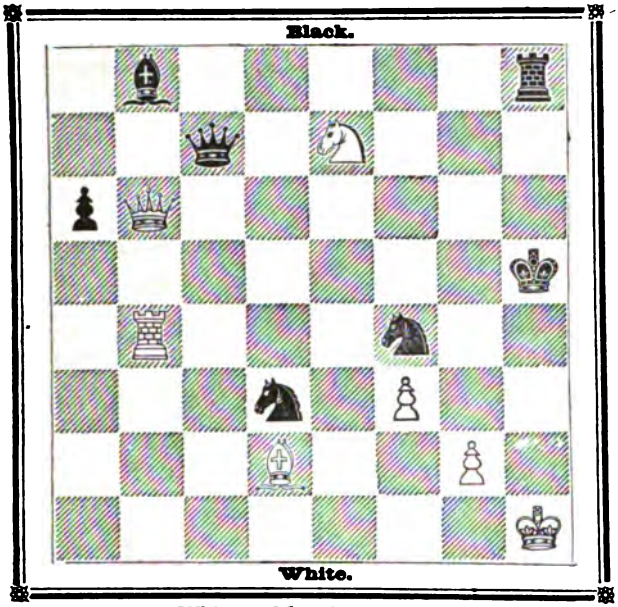
End of Twenty-fifth Lesson.

PROBLEM, No. 51.

White.	*Black.*
K. on K. R. square	K. on Q. square
Q. on Q. Kt. third	Q. on K. R. fifth
R. on Q.	R. on Q. B.
Kt. on Q. B. fifth	R. on K. Kt. second
Pawns on K. R. second and K. B. sixth	Kt. on Q. B. second
	Kt. on K. B. sixth
	P. on Q. second

White to checkmate in three moves.

PROBLEM No. 52.



White to Mate in four moves.

CALVI.

MEMOIR OF M. DESCHAPELLES.

(*Continued from page 56.*)

BUT to portray the full extent of this fine Chess player's genius were a task above my strength, and my presumption must here pause. Unfortunately, what we possess of this great master is very little—three games at pawn and move, against Mr. Lewis, are all, worthy of notice, that he has bequeathed us, and even these he would never positively acknowledge, though he did not precisely disavow them.

We have mentioned his conversational paradoxes. Twenty living witnesses could furnish abundance of them, and the following are known to many who can attest the exactness of our account.

"Every man organized for Chess, ought, in a few days, to become a first-rate player. Three sittings were all I required to learn the march of the game, to defend myself, and then beat the strongest players." In support of this, we have heard him repeat a hundred times this story, which we never ventured to publish in his lifetime, though it had long been written and was taken down almost under his eyes.

"In 1798, during a Congé which I came to pass in Paris, I was taking my walk in the Palais Royal, undecided how I should dispose of the evening. I observed a place but indifferently lighted (the Café Morillon*), where several persons, most of them aged, appeared deeply engaged in some absorbing occupation. I had never before seen a Chess board, and my curiosity was excited. I entered the Café, and asked a sort of waiter at the door what they were about within, and if a stranger could be admitted? He answered, 'they were playing Chess, and it was a private Society, where one could be admitted only by subscribing twelve sous monthly, and writing his name in the book.'

"I threw down an écu of six livres—my subscription for ten months—and not wishing to give my name, on account of my family being still emigrants, I wrote in the register 'Philiam', the name of the little dog I had with me. The word was mispronounced, for it was under the appellation of 'William' that I was introduced. I passed for a long time by this name, and made no objection to it, being very indifferent to the glory of moving better than another a few little wooden puppets.

"The lion of the place being pointed out, I took my seat by his side, and for two hours followed his game attentively. Its secrets, at first impenetrable, were rapidly unveiled, and had the hour not been too far advanced, I believe I should have had the temerity to attack, at once, M. Bernard, whom I had come to see play. I had not yet uttered a syllable, and my first words (which made a sort of sensation), were to ask M. Bernard if he would do me the honour of accepting me as his adversary? 'To-morrow, my young citizen, if it is agreeable to you.' 'At what hour and place?' 'Here, to-morrow, at seven.' 'I shall not keep you waiting, Sir.'

"A sort of murmur in the room seemed to promise us a numerous galerie for our next day's combat. I bowed, and retired. To my shame, I confess, I did not for a single moment think of the engagement I had made, till the appointed hour arrived. I was, however, exact, and found the same persons in animated discussion. They ceased the moment I took my place opposite M. Bernard, who had already seated himself at the chess-board. He took two pawns of different colours in his hands to draw for the move, and asked me if 'I wished odds?' 'Why odds?' said I. 'As you please,' replied he. 'What stake?' 'Yours, sir.' 'Our usual stake is twenty-four sous.' 'Very well, sir.' I pointed to his left hand, and he dropped a white pawn, which was the colour of the piece before him.

"'My move,' said he, with an air of satisfaction, which I shared also, for I fancied I should be less embarrassed in the defence. I avow the first moves did not appear easy. I took up a bad position without doubt, and my game was lost in a very short time. I demanded my revenge, and M. Bernard, as the conqueror, took the move again, according to the rules that then prevailed: but this time I corrected what had seemed to me defective in the former game, and the contest was long and animated. I lost, however, and felt the blood rush to my face—my confusion was great in spite of the compliments of the spectators. I should have passed the night in

* The Café de la Regence, in consequence of the revolutionary troubles, had the unfortunate idea to renounce its *specialite*, and proscribe chess. The players had to look about for a new locality, and the Café Morillon, a miserable establishment in an obscure passage of the Palais Royal, where the fine colonnade of the Galerie de Nemours now rises, offered, generously, a cheap asylum to the exiled votaries of the noble game, of whom few indeed still survive.

taking my revenge, but M. Bernard drew out his watch gravely, and told me it was half past ten and time to retire. I laid on the board a petit écu, and received my twelve sous exchange, which I gave to the waiter at the door.

"An appointment was made for the next day at the same hour. I arrived determined to win, and in quite a different mood from the day before. I was silly enough to be ashamed of the figure I had made.

"My revenge was brilliant—with the exception of one draw, M. Bernard lost every game. I could give him the pawn and two moves. Since that epoch, I have made no progress in chess, and could make none. At three sittings at most, I judge from my own case, one may know all he can learn and become at chess.* To devote more time to it would be puerile. There are persons who think differently; I shall never discuss the matter with them. I have no mission to rectify their judgment; but my own opinion is not susceptible of any modification. If a man has not the qualifications necessary to play chess well, why lose at it time that might be more usefully employed in something else? Besides, I find nearly every one plays well enough, and in my life, I have met with a hundred good players for one that had no notion of the game. A shade so feeble separates the one from the other, that it may be said we are all of the same strength."

However incredible the whole of this may appear to those who never knew Deschapelles, it is so exact, that we have not a word to change. But to have a complete idea of it, one must have seen his cold, calm, severe, and conscientious air—it was the last conversation of Socrates with his disciples for the reverence and submission with which it was listened to. The least word—the slightest observation, he paused, and did not continue till silence was re-established. In general there was no discussion with Deschapelles, he would infallibly have lost his temper. Those who knew him conformed themselves: strangers, however, were not always so complaisant. What happened? Deschapelles broke off and withdrew. We have heard him reply to one of our best players, who had permitted himself to hazard a simple question—"Enough, Sir, you and I do not read in the same dictionary."

When, therefore, he was in the humour, one must either listen or avoid him, or else interrupt his discourse, and thus deprive the auditory of the pleasure of hearing him. To render him silent was to impose a great privation, for his language was not that of a common-place kind. It abounded in original traits and hardy thoughts, of which, after all, one was at liberty to accept but what he deemed good. He spake as an authority with assurance, but he gave to every man his due, reserving to himself the

* To Chess players, it is needless to say that all this is ridiculous rhodomontade. No human penetration would enable a person, by simply looking over others playing, even for months, to comprehend the powers of the Pieces, much less their infinite combinations. Let any person utterly ignorant of the game, attempt merely to learn the moves, *without any further assistance or explanation than he can pick up as a silent spectator* of two persons playing, and tell us at the end, not of two hours, but six months, what he knows. To say nothing of such complicated manœuvres as Castling, on the King's side in one manner, and on the Queen's in another; of the rule which governs the taking of a Pawn in passing; of the Queening a Pawn; of the giving check to the King; of the covering a check; or taking the checking Piece; or of moving the King out of check; of stalemate, and checkmate; all of which *must* be explained to render them intelligible; we doubt if months of looking on only, would suffice to teach any one the powers, single and combined, of a Queen, Rook, Bishop, and Knight.—(Ed. of C. P. C.)

9. K. P. takes Q. P.	K. B. takes P.
10. Q. Kt. to K. fourth	K. B. to K. second
11. K. Kt. to K. fifth	P. to K. B. fourth

Had Black, instead of playing K. B. P. two, moved his Q. B. to K. third, you should take B. with B. Black would have retaken with P., and you could check with Q. at R. fifth, to check on the next move with Knight.

12. Q. to K. R. fifth (check)	K. to Q.
13. Q. Kt. takes K. Kt. P.	P. takes Kt.
14. Kt. to K. B. seventh (check)	

The next move you take the R., and will have a better game than your adversary.

Fourth Opening.

White.	*Black.*
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. K. B. to Q. B. fourth	K. Kt. to B. third

This move is given by Cozio.

4. Q. to K. second	K. B. to Q. B. fourth

You play Q. to K. second to hinder your adversary from pushing on the Q. P. two squares.

5. P. to Q. B. third	P. to K. Kt. fourth

If, instead of playing Q. B. P. one, you had brought out the K. Kt. to B. third, Black would have played Q. Kt. to B. third. Supposing this, you would have played the Q. B. P. one square, and Black would have played his K. Kt. to R. fourth, defending his Pawn.

Black, instead of playing K. Kt. P. two squares, could take the Kt. with Bishop. (See Variation.)

6. P. to Q. fourth	B. to Q. Kt. third
7. P. to K. R. fourth	K. R. to Kt.
8. P. takes P.	R. takes P.
9. Q. B. takes P.	

Your position is evidently superior.

Variation from Black's fifth move.

White.	*Black.*
	5. B. takes Kt.
6. R. takes B.	P. to K. Kt. fourth

Black, instead of playing K. Kt. P. two, could play Q. P. one. In that case, you should play as follows:—

P. to Q. third	*Q. B. to K. Kt. fifth*
Q. to K. B. second	*P. to K. Kt. fourth*
P. to K. Kt. third	*P. takes P.*
P. takes P.	*P. to K. R. third*
K. R. to his square	

Black, to defend his K. Kt. P., is forced to play K. to his second, which gives a bad position to his game

7. P. to K. fifth	Kt. to his square
8. P. to K. Kt. third	P. takes P.
9. R. takes P.	Q. to K. second
10. P. to Q. fourth	P. to K. R. third
11. P. to K. R. fourth	P. takes P.
12. R. to Kt. seventh	

Your game is preferable to that of Black's.

Fifth Opening.

White.	*Black.*
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. K. B. to Q. B. fourth	K. Kt. to K. second

This, and the following opening, may be found in the Calabrois, page 256.

4. Q. to K. B. third	K. Kt. to his third
5. P. to Q. fourth	Q. to R. fifth (check)
6. P. to K. Kt. third	P. takes P.
7. K. B. takes K. B. P. (check)	K. to Q.
8. P. takes P.	Q. to B. third
9. Q. takes Q.	P. takes Q.
10. B. takes K. Kt.	

In this position you have the better game.

Sixth Opening.

White.	*Black.*
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. K. B. to Q. B. fourth	K. B. to K. second

(Calabrois, page 241.)

4. P. to Q. fourth	B. to R. fifth (check)
5. K. to B.	P. to K. Kt. fourth
6. P. to K. Kt. third	P. takes P.
7. P. takes P.	B. takes P.
8. Q. to R. fifth	Q. to K. B. third (check)
9. K. Kt. to B. third	P. to Q. third

If Black, instead of pushing Q. P. one, had played K. B. to his fifth, you should play as follows:—

Q. Kt. to B. third	*Q. B. P. one*
P. to K. fifth	*Q. to K. Kt. third*
Q. takes Q.	*K. B. P. takes Q.*
Q. B. takes K. B.	*Pawn takes B.*
K. B. takes Kt.	*R. takes B.*
R. takes K. R. P.	

In this position, you would have a good game.

10. Q. B. takes Kt. P.	Q. to Kt. third
11. Q. takes Q.	K. B. P. takes Q.
12. K. B. takes Kt.	R. takes B.
13. K. to Kt. second	

It is evident that your game is better than Black's.

lion's share. He was not fond of entering into conversation with every one; when he knew little of the person by whom he was addressed, or did not like him, he would not open his mouth. We saw him once in the Jardin du Palais Royal, assailed by the *entrepreneur* of the Club d' Echecs des Panoramas, with whom he was by no means satisfied. In vain the poor fellow strove to explain to him his position in every tone, with all softness and humility; each time they arrived at the end of the alley, at the moment of turning, Deschapelles bowed slightly, and said with a cold and haughty air, "I have the honour, Sir, to wish you a good morning." These words repeated during ten turns of the promenade, were the sole expressions that escaped him, and always in the same key.

A stranger one day arrived at the Café de la Regence, and inquired of the master of the establishment, Masson, if M. Deschapelles would consent to play a game with him—"I shall ask him," the officious *limonadier* replied. "What is his stake?" demanded Deschapelles. "Ah! tell him my religion forbids me to play for money." "Mine forbids me to be absurd," replied Deschapelles, brusquely. We need hardly add, the *partie* did not take place.

If any one said before him, Chess was not a game to be played for money, he would heap heresy upon heresy, to prove the contrary. Unfortunately, he had somewhat the spirit of contradiction, more from the love of domination, than from a bad heart. He was just the man of whom Moliere wrote,

"Et ses vrais sentimens sont combattus par lui,
Aussitôt qu'il les voit dans la bouche d'autrui."

All great men love their flatterers and courtisans. Deschappelles had his also; I have seen the parasites of his table, so copiously served, take up some thesis he had discussed a few days before, express the same sentiments he had then announced, and receive a rude rebuke from him, as uttering opinions that were absurd and untenable. He was not, one can see, a man affable and always agreeable, but there was a way of being on good terms with him without meanness or flattery; it was to see him seldom, to never be under an obligation to him, and to maintain a dignified reserve. He loved the strong, and paid due respect to the powerful in fortune, intellect, or position, when they testified their esteem and affection for him.* The little in mind or fortune, were not so happy in their intercourse with him, and yet he was grand, liberal, and noble with ostentation. But he threw rather than bestowed what he gave, and did not enhance its value by the form.

In his opulence, he had a sort of villa, in the Faubourg du Temple, before you arrive at the Barriere de Belleville. It was there he liked to receive his friends, and there his table was loaded at eleven, with veritable dejéuners de Gargantua. Ah! La Bourdonnais was superb, fork in hand. Deschapelles' orchard was also a passion of his. His predilection was for the melon, and at one time his melon beds were the most splendid and complete in Paris. He served up at table ten different sorts of melons, and all that was most exquisite and succulent. At one period also he devoted himself to the culture of pines, in the hot house, and had his aviary of pheasants.

Between this sort of country house, in the most popular and working quarter of Paris, and his partie of whist, his life was divided. He went out daily at two o'clock, to the Cercle du Cinq Cents, boulevart Montmartre, or that of l'Union, rue de Grammont. He played till six, and then took his

* Soyez fort et je vous soutiendrai.—C.

walk to the hour, when "*les honnêtes gens*" dine: at eight or nine he returned to whist and continued to play till two o'clock in the morning. He then returned home to recommence the same life the following day.

At one time he began the evening by a game of billiards. This may appear extraordinary to those who believe two arms necessary for a good player at this game. Deschappelles, with the stump of his right arm, pushed his cue exceedingly well, and passed for a very strong player, compliments apart. What characterized his game, was the calculation of combinations to put his adversary in a bad position. This was his forte, but the improvement of cues, and the method of using them, which permits *canonbal* in any position, ruined his combinations, and disgusted him with billiards. At Trictrac, he was first rate, though not such a master of the calculation of probabilities, as some others. Hence his game passed as capricious, somewhat *original*, and even fantastic.

One circumstance of our intercourse connected with his challenge to the Chess Players of England, offering them Pawn and two moves, caused me much regret. He had done me the honour, at first, of associating me with La Bourdonnais, to accompany him to England. Though I considered the partie at Pawn and two, rather hazardous, I thought him frankly and seriously engaged, and took upon myself the charge of bearing the conditions to the English. The difficulties without number, which were afterwards raised, have always left doubts in my mind, whether he really meant to undertake this difficult task. However this may be, going with entire good faith, I engaged him, not more than I ought, but more than he wished, and he almost disavowed me—happily, the word died on his lips. We were nearly two years without seeing one another, and at a later period—for having solely recalled this unfortunate challenge, rather than from any divergency of opinion on the subject of a match by correspondence—a coolness ensued again, and lasted for a long time. Resignation to these separations was necessary, if one would not always yield to him.*

It will be recollected, the occasion of his challenge to the English related to his visit to Berlin, after the battle of Jena. He had beaten the strongest Prussian players, giving the odds of the Rook: this was published in the *Palamède*, and the English papers declared the thing impossible. Nothing, however, was more certain; but we must acknowledge the Berlin players of that epoch were but dwarfs compared with what they have since become.

One of the greatest torments of Deschapelles' life, was the almost forced application of the highest and finest intellect to things frivolous, and without any serious aim. Inimitable Chess Player; first-rate at Whist, were titles that flattered his vanity for the moment, but could not satisfy his proud ambition. He wished for power in serious and political life; he believed himself called to command men, and legislate for them: by superiority of intelligence he judged himself destined to become all and everything from day to day. He had no idea of commencing in the political world at the base; he believed for a moment, one night was sufficient to scale all the steps

* To our knowledge, he had only two friends always devoted to him—one the companion of his childhood and perils, during the modern Iliad, of the name of Colson, who preceded him to the tomb; the second suffered for him during our political storms, and up to the last moment, gave him all the consolations of a frank and sincere friendship; he survives him, the faithful depository of his inmost thoughts and sentiments.

and arrive at the summit. As his sole means, he had joined himself to the most discontented with the result of the revolution of July, and he supported their efforts with his purse and voice. But he never shewed himself ostensibly; always behind the curtain, till the revolution being accomplished, they should come to pray him to mount the dictatorship or the consulate. Among others, he was united with Carrel, whose noble heart beat only with the thought of being useful to his country: their harmony was not to be of long duration.

His political delusions, when he believed in the possibility of his playing the first rôle, compromised him in the *emeute* of the 5th and 6th of June, 1832. He took no active part in it, but he had the folly to imagine, that in the event of success, those who had risked their lives in the combat, would have come to seek him, in order to place him at their head, the day after the victory. Strange blindness—singular illusion of an inordinate ambition!

The day after the victory once arrived, Deschapelles, disabused by his friends of the preceding day, must have conspired anew with other malcontents to overthrow them. He never could have arrived at the object of his ambition, for this reason, that it was impossible; being himself a perfect stranger to the masses, enjoying no popularity, and possessing none of the prestige that inspires it, or facilitates its acquisition. What had he done then to flatter himself? Attended merely certain obscure meetings with men energetic and compromised, whose Cashier he was. It was too much for his repose, and far too little for success.

It happened, that after the occurrences of the 5th and 6th of June, on the reports of the police, under whose surveillance his house had been placed, he was arrested and thrown into the Conciergerie, as implicated in rebellion. Confined in secret, he supported pitifully this first proof of political martyrdom; he requested to speak, was heard, and said too much; a month after, he was set at liberty, much lessened in the eyes of his political friends. He had taken the step of writing to the King himself, to represent to him that being old, infirm, and innocent, he prayed for his liberty by his august interposition. When he again made his appearance at the Club of the Cinq Cents, he was informed that M. Montalivet, the Minister of the Interior, and member of the Club, had been indiscreet enough to expose his letter to the King to ill-natured comments; at which his enemies were greatly delighted. Deschapelles, in consequence, was violently irritated, and sent two friends to M. Montalivet, who had, besides, dared to assert that M. Deschapelles *lived by play*. M. Montalivet, as Minister of the King, refused to enter on any explanation for the moment. Notwithstanding this, Carrel, one of M. Deschapelles' seconds, declared that he ought to be satisfied.

All this threw discouragement into the soul of the Dictator. Having no longer any chance and hope of arriving at the executive power, he turned towards the legislative part, and aimed at the glory of Numa or the Abbé Sieyès. He made constitutions, which he sought, by the aid of certain refugees, to introduce in Italy, in Spain, or in Portugal, and even in the New World, in the midst of the Republic of South America, which assuredly would not have been more profoundly agitated by the constitutions—Deschapelles, than they are with their local institutions. All this proving abortive, he was forced to reserve for his ungrateful country, his famous "Loi du Peuple," which we have often heard without comprehending an iota of it, in spite of his very remarkable commentaries; certes, we much prefer his "Theorie du Whist," of which he was by no means so communicative.

In the sad presentiment of his approaching end, he made two holograph wills in 1846 and 1847. In both he makes the legal dispositions for giving to a residuary legatee the little property he should leave at his death. It was a debt of grateful acknowledgment, and he names no person else.

A passage of his last will runs thus—"I will that my body be buried with no religious rites; that no letters be sent notifying my death; and that no newspaper devote any article to me. I desire the funeral of the poor man, and the common burial ground."

Without breaking his testamentary dispositions, like those of Louis XIV., the first act was, as it ought to have been, in violation of his last wish. A piece of ground was purchased for him at Pere-La-chaise, where Chess players may go to lament his loss, and gather inspiration at his tomb; in other respects he was served according to his desire—the simplicity of the poor man's funeral without his dog, but no letters were sent announcing his decease; and had not a few lines appeared in the journal *La Presse*, no celebrated character would ever have departed with less noise. "*La sepulture du pauvre et la fosse commune*,"—his last words; his sole adieu to this earth.

Sic transit gloria mundi.

MATCH OF CHESS BY CORRESPONDENCE, IN SWEDEN.

K. P. one game.

The following are the opening moves of two games by Correspondence, now pending between MALMÔ and LUND

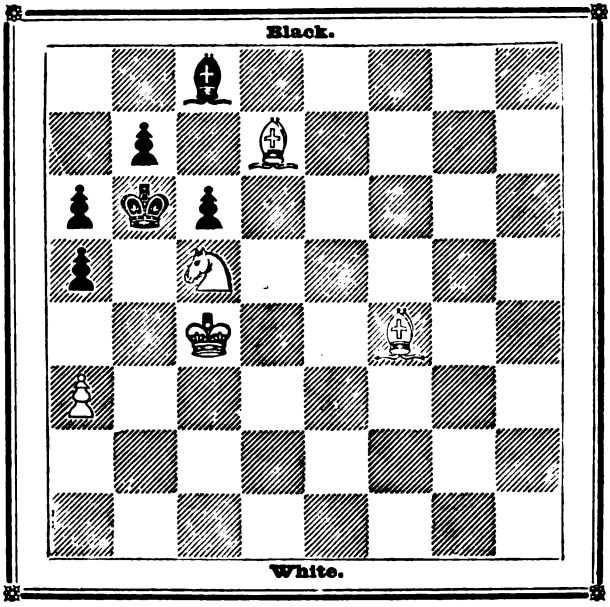
FIRST GAME.

White. (Malmô)	*Black.* (Lund.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. P. to K. B. fourth	2. P. to K. third
3. P. to Q. B. fourth	3. Q. Kt. to B. third
4. K. Kt. to B. third	4. K. B. to Q. third
5. P. to Q. fourth	5. P. takes Q. P.
6. Kt. takes P.	6. K. Kt. to B. third
7. Kt. takes Q. Kt	7. Q. P. takes Kt.
8. P. to K. fifth	8. B. checks
9. B. to Q. second	9. B. takes B. (check)
10. Q. Kt. takes B.	10. Kt. to Q. second
11. Kt. to K. fourth	11. Castles
12. Q. to her sixth	12. P. to K. R. third
13. Castles	13. K. R. to K. square

Malmô to move.

PROBLEM, No. 22.

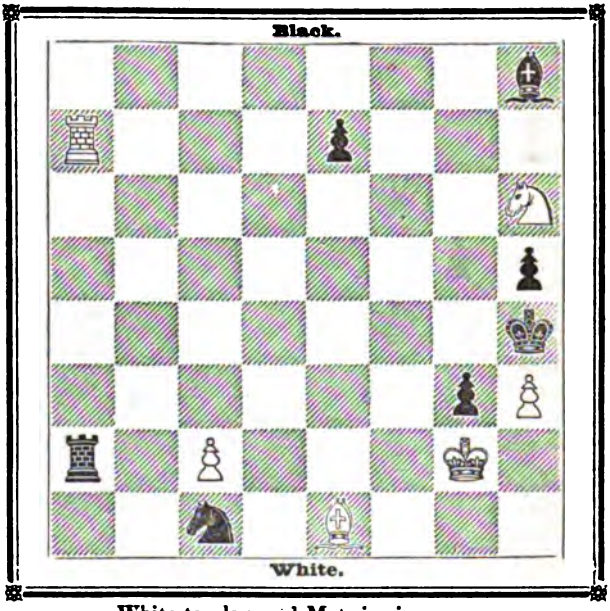
By C. Stanley, Esq., of the Brighton Chess Club.



White to Mate in seven moves.

PROBLEM, No. 23.

By Mr. H. J. C. Andrews.



White to play, and Mate in six moves.

CHESS IN THE METROPOLIS.

Game between CAPTAIN KENNEDY and MR. LOWE.

Black. (Capt. K.)	*White.* (Mr. L.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. Kt. to B. third	3. P. to K. fourth
4. K. B. to Q. B. fourth	4. P. to Q. third
5. P. to Q. third	5. P. to K. R. third
6. P. to K. R. third	6. Q. B. to K. third
7. K. B. to Q. fifth	7. K. Kt. to K. second
8. Castles	8. P. to K. Kt. fourth
9. K. Kt. to R. second	9. Q. B. takes B.
10. K. Kt. to Kt. fourth (*a*)	10. K. B. to K. Kt. second
11. Q. Kt. takes B.	11. Kt. takes Kt.
12. P. takes Kt.	12. Kt. to K. second
13. P. to Q. B. fourth	13. P. to K. B. fourth
14. Kt. to K. third	14. P. to K. R. fourth
15. P. to Q. Kt. fourth	15. P. to Q. Kt. third (*b*)
16. Q. R. to Q. Kt. square	16. Q. to Q. second
17. Q. Kt. P. takes P.	17. Q. Kt. P. takes P.
18. Q. to Q. Kt. third	18. P. to K. B. fifth
19. Kt. to Q. square	19. P. to K. Kt. fifth (*c*)
20. Q. to Q. Kt. fifth	20. B. to K. B. third
21. Kt. to Q. B. third	21. Q. R. to Q. square
22. Kt. to K. fourth	22. K. to K. B. second
23. B. to Q. second	23. Kt. to K. B. fourth
24. Q. R. to Kt. second	24. Kt. to Q. fifth
25. Q. to Q. R. sixth (*d*)	25. B. to K. second (*e*)
26. Q. R. to Q. Kt. seventh	26. Q. to K. B. fourth
27. Kt. takes Q. P. (check)	27. Q. R. takes Kt.
28. Q. takes R.	28. R. to K. square
29. K. R. to K. square	29. Kt. P. takes P.
30. K. R. takes K. P.	30. K. to K. Kt.
31. Q. R. takes B.	31. R. takes R.
32. R. takes Q.	32. Kt. takes R.
33. Q. to K. Kt. sixth (check)	33. Kt. interposes
34. B. takes K. B. P.	

And White lost the game. [*Notes*

Notes.

(*a*) Threatening next move to mate at K. B's. sixth

(*b*) Had he taken the Pawn, Black would have gained one in return by checking with the Queen.

(*c*) The attack here is strong enough to win, we should have thought, if well sustained.

(*d*) A most important move.

(*e*) Better perhaps to have challenged the exchange of Rooks at once.

Between the same Players.

White. (Mr. L.)	*Black.* (Capt. K.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.
5. P. to Q. B. third	5. B. to Q. R. fourth
6. Castles	6. B. to Q. Kt. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. P. to Q. third
9. P. to Q. fifth	9. Q. Kt. to Q. R. fourth
10. K. B. to Q. third	10. K. Kt. to B. third
11. Q. B. to Q. Kt. second	11. Q. B. to K. Kt. fifth
12. Q. to Q. R. fourth (check)	12. Q. B. to Q. second
13. Q. to Q. B. second	13. Castles
14. Q. Kt. to Q. second (*a*)	14. P. to Q. B. third
15. Q. B. takes Kt.	15. Q. takes B.
16. P. to K. fifth	16. Q. to K. R. third
17. Q. Kt. to K. fourth	17. Q. P. takes P.
18. K. Kt. takes P.	18. Q. B. to K. B. fourth
19. Q. P. takes P.	19. K. B. to Q. fifth
20. P. takes P.	20. Kt. takes P.
21. Q. R. to Q. Kt. square	21. K. B. takes K. Kt.
22. P. to K. B. fourth (*b*)	22. K. B. to Q. fifth (check)
23. K. to R. square	23. K. B. to Q. Kt. third
24. Kt. to K. Kt fifth	24. Q. B. takes B.
25. Q. takes B.	25. Kt. to Q. B. fourth

White. (Mr. L.)	*Black.* (Capt. K.)
26. Q. to K. Kt. third	26. Kt. to K. third
27. Kt. to K. fourth	27. B. to Q. B. second
28. Kt. to K. Kt. fifth	28. Kt. takes Kt.
29. Q. takes Kt.	29. Q. takes Q.
30. P. takes Q.	

And Black ultimately won the game.

Notes.

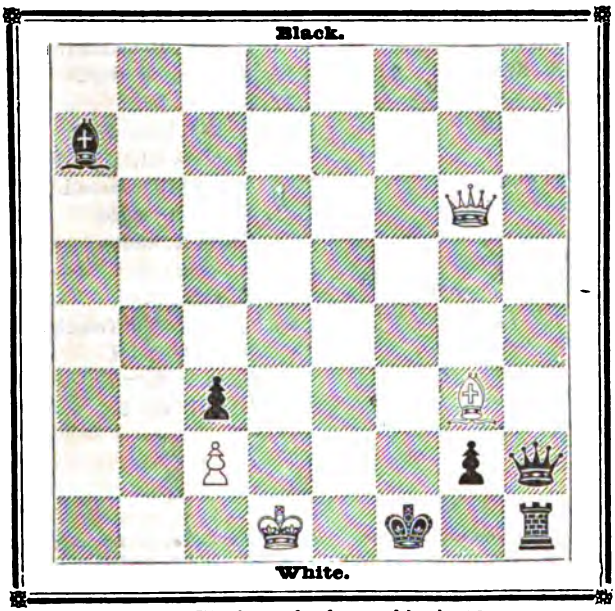
(*a*) Very properly bringing all his forces to co-operate before he makes a demonstration of attack.

(*b*) This was evidently indispensable to avert the mate. The play is very interesting at the present point, Black gaining a piece ingeniously enough.

Subtleties for the Scientific.

No. 2.

By Mr. Kling.



White forces Black to checkmate him in 13 moves.

639711 A

Game between CAPTAIN KENNEDY and MR. E. WILLIAMS.

White. (Mr. E. W.)	*Black.* (Capt. K.)
1. P. to Q. fourth	1. P. to Q. fourth
2. P. to Q. B. fourth	2. P. to Q. B fourth
3. P. to K. third	3. P. to K. third
4. Q. Kt. to B. third	4. K. Kt. to B. third
5. K. Kt. to B. third	5. Q. Kt. to B. third (*a*)
6. P. to Q. R. third	6. Q. B. P. takes P. (*b*)
7. K. P. takes P.	7. K. B. to Q. third
8. K. B. to Q. third	8. Castles
9. Q. B. to K. Kt. fifth	9. P. takes P.
10. B. takes P.	10. K. B. to K. second
11. Castles	11. K. Kt. to Q. fourth
12. B. takes B.	12. Q. Kt. takes B.
13. Q. Kt. to K. fourth	13. Q. Kt. to K. Kt. third
14. P. to K. Kt. third	14. P. to Q. Kt. third
15. K. Kt. to his fifth	15. P. to K. B. fourth (*c*)
16. Q. to K. R. fifth	16. K. Kt. to B. third
17. Kt. takes Kt. (check)	17. R. takes Kt.
18. Kt. takes K. R. P.	18. K. to B. second
19. Kt. takes R.	19. Q. takes Kt.
20. P. to Q. fifth	20. B. to Q. Kt. second
21. P. takes P. (check)	21. K. to his second
22. Q. R. to Q. square	22. Kt. to K. fourth
23. P. to K. B. fourth	23. Kt. takes B.
24. Q. R. to Q. seventh	24. K. takes P.
25. Q. R. takes B.	25. Q. to Q. fifth (check)
26. R. to B. second	26. Kt. to Q. third
27. Q. to Kt. sixth (check)	27. K. to Q. fourth
28. R. to Q. seventh	28. K. to B. third
29. Q. to K. sixth	

And Black surrendered.

Notes.

(*a*) This cautious and symmetrical development of the forces is generally, with good players, the prelude to a game of position and systematic combination rather than of brilliant attack.

(*b*) This is not considered advisable because it opens a path for the adverse Queen's Bishop.

(*c*) An error, which involves the ultimate loss of the game.

The following instructive contest took place recently between Mr. TUCKETT and LIEUTENANT-COL. NESBITT

White (Mr. T.)	*Black* (Lt.-Col. N.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. Kt. to B. third	3. P. to K. third
4. P. to Q. fourth	4. P. takes P.
5. Kt. takes P.	5. P. to K. fourth
6. K. Kt. to Q. Kt. fifth	6. P. to Q. R. third (*a*)
7. Kt. to Q. sixth (check)	7. B. takes Kt.
8. Q. takes B.	8. Q. to K. second
9. Q. to B. seventh	9. K. Kt. to B. third (*b*)
10. Q. B. to K. Kt. fifth	10. Q. to her Kt. fifth
11. B. takes Kt. (*c*)	11. Q. takes Q. Kt. P. (*d*)
12. B. takes K. P.	12. Q. takes R. (check)
13. K. to Q. second	13. Castles
14. P. to K. B. fourth	14. Kt. takes B.
15. P. takes Kt.	15. Q. to Kt. seventh
16. B. to Q. B. fourth	16. Q. to her Kt. fifth
17. R. to K. B. square	17. Q. to K. second
18. Kt. to Q. fifth (*e*)	18. Q. to K. Kt. fourth (check)
19. K. to Q. square (*f*)	19. P. to Q Kt. fourth
20. B. to Q. Kt. third	20. P. to Q. third
21. Kt. to K. seventh (check)	21. K. to R. square
22. P. to K. R. third	22. Q. takes K. P.
23. B. to Q. fifth (*g*)	23. Q. to her fifth (check)
24. K. to his second	24. Q. R. to his second
25. R. takes K. B. P.	25. Q. to K. B. seventh (check) (*h*)
26. K. takes Q.	26. R. takes R. (check)
27. B. takes R.	27. R. takes Q.
28. Kt. takes B.	28. R. takes Q. B. P. (check)
29. K. to his third	29. R takes Kt.

And Black ultimately won the game.

Notes.

(*a*) Had he played P. to Q. third, White would have rejoined with Q. Kt. to Q. fifth

(*b*) If P. to Q. third, White would have moved Kt. to Q. Kt. fifth

(*c*) We should have preferred Castling on Q.'s side; and in that case, if Black took the K. P. it would cost him a Piece, *e. g.*—

11. Castles	11. K. Kt. takes P.
12. P. to Q. R. third	12. Q. to Q. R. fifth
13. K. B. to Q. Kt. fifth	

and Black must lose his Kt.

(*d*) From this point the game is full of interesting vicissitudes.

(*e*) Although inferior in material, White has a fine attack.

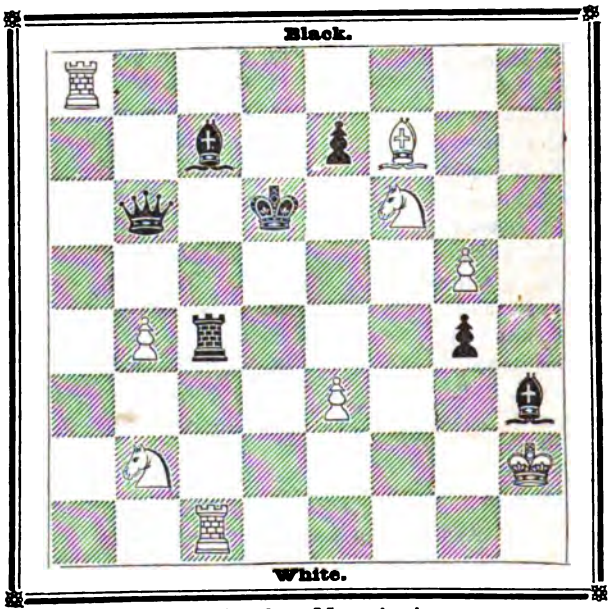
(*f*) K. to Q. third would have been better. If, then, Black ventured to take the K. Kt. P., the reply would have been R. takes K. B. P.

(*g*) R. takes K. B. P. would have led to some curious play.

(*h*) The only saving move.

PROBLEM No. 24.

By Mr. M'G—r.



White playing first, Mates in six moves.

Mr. HORWITZ gives Mr. KENRICK the Pawn and Move.

(Remove Black's K. B. P. from the board.)

White. (Mr K.)	*Black.* (Mr. H.)
1. P. to K. fourth	1. K. Kt. to R. third
2. P. to Q. fourth	2. K. Kt. to B. second
3. P. to K. B. fourth	3. P. to Q. B. fourth
4. P. to Q. B. third	4. P. takes Q. P.
5. P. takes P.	5. P. to K. third
6. K. Kt. to B. third	6. B. to K. second
7. K. B. to Q. third	7. Castles
8. Castles	8. P. to Q. fourth
9. P. to K. fifth	9. Q. Kt. to B. third
10. B. to Q. second	10. Kt. to K. R. third
11. P. to K. R. third	11. Q. to her Kt. third
12. B. to Q. B. third	12. Kt. to K. B. fourth
13. B. takes Kt.	13. R. takes B.
14. Q. Kt. to R. third	14. B. takes Kt.
15. P. takes B.	15. R. takes K. B. P.
16. R. to Q. Kt. square	16. Q. to R. third
17. Q. to Q. second	17. R. to K. fifth
18. Kt. to K. Kt. fifth	18. R. to K. seventh
19. R. to K. B. eighth (check) (*a*)	19. K. takes R.
20. Q. to K. B. fourth (check)	20. K. to his square
21. Q. to B. seventh (check)	21. K. to Q. square
22. Q. to B. eighth (check)	22. K. to Q. second
23. Q. to Q. sixth (check)	23. K. to his square
34. R. to K. B. square	24. Kt. to K. second
25. R. to K. B. eighth (check)	25. K. takes R.
26. Q. mates	

Note.

(*a*) Q. to K. B. fourth would have been more immediately decisive.

Mr. HORWITZ gives the Q. R. to Mr. K—t.

(*Remove White's Q. R. from the board.*)

White. (Mr. H.)	*Black.* (Mr. K.)
1. P. to K. fourth	1. P. to K. fourth
2. B. to Q. B. fourth	2. B. to Q. B. fourth
3. P. to Q. B. third	3. K. Kt to B. third
4. P. to Q. fourth	4. P. takes P.
5. P. to K. fifth	5. Q. to K. second
6. P. takes P.	6. B. checks
7. K. to B. square	7. Kt. to K. fifth
8. P. to K. B. third	8. Kt. to Kt. fourth
9. P. to K. B. fourth	9. Kt. to K. third
10. P. to K. B. fifth	10. Kt. to B. square
11. K. Kt. to B. third	11. P. to K. R. third
12. P. to K. R. fourth	12. K. Kt. to R. second
13. P. to K. Kt. fourth	13. Castles
14. P. to K. Kt. fifth	14. P. to Q. fourth
15. B. takes P.	15. P. to Q. B. third (*a*)
16. B. to K. fourth	16. P. to K. B. third
17. P. to K. Kt. sixth	17. P. takes P.
18. P. takes Kt. (check)	18. K. to R. square
19. Q. to Q. third	19. P. takes Q. P.
20. P. to K. R. fifth (*b*)	20. Q. Kt. to Q. second
21. Q. B. to K. B. fourth	21. Kt. to K. B. third
22. K. Kt. to R. fifth	22. K. takes P.
23. P. to Q. R. third	23. B. to Q. R. fourth
24. Kt. to Kt. sixth	24. Q. takes B.
25. Kt. takes R. (check)	25. K. to Kt. square
26. Q. takes Q.	26. Kt. takes Q.
27. Kt. to Kt. sixth	27. Q. B. to Q. second
28. R. to K. Kt. square	28. B. to Q. Kt. third
29. B. takes K. R. P.	29. P. to Q. sixth
30. R. to Kt. second	30. B. takes P.
31. Kt. to K. seventh (check)	31. K. to R. second
32. Kt. takes B.	32. P. takes B.
33. K. to K. square	33. Kt. to K. Kt. fourth
34. Kt. to Q. B. third	34. R. to K. square (check)
35. K. to Q. second	35. R. to Q. square (*c*)
36. R. to Kt. third	36. Kt. to K. third
37. Q. Kt. to K. fourth	37. Kt. to K. B. fifth
38. Q. Kt. to B. sixth (check)	38. K. to R. square
39. R. to Kt. seventh	

And Wins. [*Notes.*

Notes.

(*a*) Better to have taken the K. B. P. and the Q. Kt., giving up his Q. R.

(*b*) Opening a square for the Kt., from whence he may be played with great effect against the adverse King.

(*c*) Black should now have played as follows :—

36. K. to Q. B. square (best)	35. Kt. to B. sixth (check) 36. R. to K. fourth

and must win.

Smart little affair, at odds, between Mr. STAUNTON and another Member of the St. George's, the former giving his Queen's Rook (*which must be removed from the board.*)

White. (Mr. S.)	*Black.* (Mr. ——.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. B. to K. B. fourth	3. B. to K. B. fourth
4. P. to Q. B. third	4. P. to Q. third
5. P. to Q. fourth	5. P. takes P.
6. P. takes P.	6. B. to Q. Kt. third (*a*)
7. Q. Kt. to B. third	7. K. Kt. to B. third
8. P. to K. R. third	8. Castles
9. B. to Q. Kt. third	9. Kt. takes K. P. (*b*)
10. Kt. takes Kt.	10. R. to K. square
11. B. takes K. B. P. (check)	11. K. takes B.
12. Castles	12. P. to K. R. third
13. K. Kt. to his fifth (check)	13. P. takes Kt.
14. Q. B. takes P.	14. Q. to her second
15. Q. to K. R. fifth (check)	15. K. to Kt. square (*c*)
16. R. to K. square (*d*)	16. Kt. to K. second (*e*)
17. Kt. to K. B. sixth (check)	17. P. takes Kt.
18. B. takes P.	

And Black cannot save the game.

Notes.

(*a*) Had he checked with the B., White would have moved his K. to B. square, leaving a very difficult and dangerous defence to his opponent.

(*b*) It was from apprehension of this move, and then P. to Q. fourth, that White retreated his Bishop.

(*c*) Although deficient in force, White has a very powerful attack. If the Black King go to his B. square, Kt. to K. B. sixth still follows; and then, if the Kt. is taken, mate in two moves is inevitable.

(*d*) This appears stronger than playing the Kt. at once to B. sixth. For example:

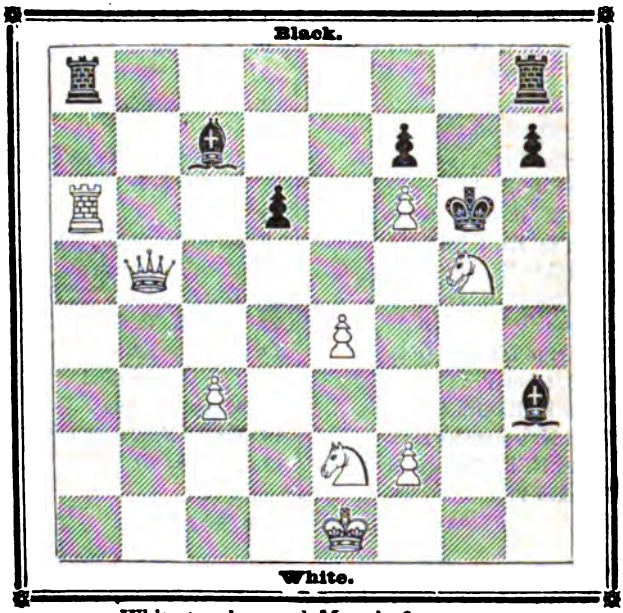
16. Kt. to B. sixth (check)	16. P. takes Kt.
17. B. takes P.	17. Kt. takes Q. P.
18. Q. to R. eighth (check)	18. K. to B. second
19. Q. to Kt. seventh (check)	19. K. to his third

and escapes easily.

(*e*) R. to K. B. square would perhaps have been better; in that case, White would probably reply with R. to K. third, having always a strong attack.

PROBLEM, No. 25.

By Mr. M'G—y.



White to play, and Mate in four moves.

In the late Match between CAPT. KENNEDY and a brilliant Player of the London Chess Club.

Black. (Mr. —.)	*White.* (Capt. K.)
1. P. to K. fourth	1. P. to K. fourth
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. K. Kt. to B. third	3. Q. Kt. to B. third
4. P. to Q. B. third	4. K. Kt. to B. third
5. P. to Q. third	5. P. to Q. third
6. P. to K. R. third	6. P. to K. R. third
7. Castles	7. Q. B. to K. third
8. K. B. to Q. Kt. fifth	8. Castles
9. K. B. to Q. R. fourth	9. Q. Kt. to K. second
10. K. B. to Q. B. second	10. Q. Kt. to K. Kt. third
11. P. to Q. fourth	11. K. B. to Q. Kt. third
12. K. Kt. to K. R. second	12. K. Kt. to K. R. second
13. P. to K. B. fourth	13. P. to K. B. fourth
14. K. P. takes P.	14. Q. B. takes P.
15. B. takes B.	15. K. R. takes B.
16. P. to K. Kt. fourth	16. K. R. to B. square
17. P. to K. B. fifth	17. Q. Kt. to K. R. square (*a*)
18. K. to R. square	18. P. takes P.
19. P. takes P.	19. Q. to K. R. fifth
20. K. R. to B. third	20. Q. Kt. to K. B. second
21. Q. B. to K. third	21. Q. to K. second
22. Q. Kt. to Q. B. third	22. Q. Kt. to K. Kt. fourth
23. K. R. to K. Kt. third	23. Q. Kt. to K. fifth
24. Kt. takes Kt.	24. Q. takes Kt. (check)
25. Q. to K. B. third	25. Q. R. to K. square
26. Q. R. to Q. square	26. P. to Q. fourth
27. Kt. to K. B. square	27. Q. takes Q. (check)
28. K. R. takes Q.	28. Q. R. to K. second
29. K. to K. Kt. second	29. K. R. to K. square
30. Q. R. to Q. third	30. Kt. to K. B. third
31. Kt. to K. Kt. third	31. K. to R. second
32. P. to K. Kt. fifth	32. Kt. to K. fifth
33. P. takes P.	33. P. takes P.
34. B. to K. B. fourth	34. K. R. to K. Kt. square
35. B. to K. fifth (*b*)	35. P. to Q. B. third
36. P. to K. B. sixth	36. Q. R. to K. B. second

Black. (Mr. —.)	*White.* (Capt. K.)
37. K. to R. second	37. B. to Q. square
38. Kt. to K. R. fifth	38. K. R. to Kt. fourth
39. Kt. to K. Kt. seventh	39. B. takes K. B. P.
40. B. takes B.	40. Q. R. takes B.
41. R. takes R.	41. Kt. takes R.
42. Kt. to K. sixth	42. R. to K. B. fourth
43. K. to Kt. square (*c*)	43. Kt. to K. fifth
44. R. to Q. R. third	44. P. to Q. R. third
45. R. to Q. Kt. third	45. Kt. to Q. third
46. Kt. to Q. eighth	46. R. to K. Kt. fourth (check)
47. K. to B. second	47. R. to K. Kt. second
48. R. to K. B. third	48. R. to Q. second
49. Kt. to K. sixth	49. R. to K. B. second
50. K. to K. second (*d*)	50. R. to K. second
51. R. to K. B. sixth	51. Kt. to K. square

And Black resigns.

Notes.

(*a*) White is a good deal confined by the retreat of his Kt., and, well followed up, we think Black's attack might embarrass him considerably.

(*b*) Being enabled to establish his Bishop in so commanding a position is an advantage which gives to Black a superior game.

(*c*) R. to K. Kt. third, prepared to interpose it and exchange Rooks if White checks, would probably have been better play.

(*d*) A fatal error, but for which the game ought to have been drawn

CHESS OF OLD IN THE WESTMINISTER CHESS-CLUB.

Game between Messrs SLOUS and WATTS, the former giving the odds of the Pawn and move.

Remove Black's K. B. P. from the board.

White. (Mr. W.)	*Black.* (Mr. S.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. P. takes P.	3. P. takes P.
4. B. to Q. third	4. K Kt. to B. third
5. K. Kt. to B. third	5. P. to Q. B. fourth
6. P. to Q. B. third	6. P. to Q. B. fifth
7. B. to Q. B. second	7. P. to Q. Kt. fourth

White. (Mr. W.)	*Black.* (Mr. S.)
8. Castles	8. B. to Q. third
9. P. to K. R. third (*a*)	9. Q. Kt. to B. third
10. P. to Q. Kt. third (*b*)	10. Q. B. to Kt. second
11. P. to Q. R fourth	11. P. to Q. Kt. fifth
12. Q. Kt. P. takes P.	12. Q. P. takes P.
13. Q. B. P. takes P.	13. Q. Kt. takes Kt. P.
14. Q. Kt. to B. third	14. Q. Kt. takes B.
15. Q. takes Kt.	15. Q. R to Q. Kt. square
16. Kt. to Q. Kt. fifth (*c*)	16. B. takes K. Kt.
17. P. takes B.	17. Castles
18. Kt. takes B.	18. Q. takes Kt.
19. K. R. to K. square (*d*)	19. Q. to her fourth
20. B. to K. third	20. Q. takes B. P.
21. Q. takes B. P. (check)	21. K. to R. square
22. Q. to K. B. square	22. Q. R. to K. square
23. Q. to K. Kt. second	23. Q. to K. R. fourth
24. Q. R. to Kt. square	24. Kt. to Q. fourth
25. B. to Q. second	25. R. to K. seventh
26. R. takes R.	26. Q. takes R.
27. B. to K. square	27. Kt. to K. B. fifth
28. Q. to Kt. fourth	28. Q. to Q. sixth
29. R. to Q. B. square (*e*)	29. P. to K. R. fourth
30. Q. to R. fourth	30. P. to K. Kt. fourth

And Black wins

Notes.

(*a*) White does not play a sufficiently attacking game at these odds. It would have been better to check with the Rook at this point.

(*b*) The attempt to break up Black's Pawns involves White in a good deal of embarrassment. He should have left them alone, and pursued an attack on the King.

(*c*) Checking with the Rook, and the playing K. Kt. to his fifth, would surely have been more to the purpose.

(*d*) Is there any cause why B. to Q. R. third should not be played?

(*e*) Both parties play very ill here. White had simply to take the Kt. with his Q., and win easily.

Between Messrs. WALKER and SLOUS.

White. (Mr. G. W.)	*Black.* (Mr. SLOUS)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. P. to Q. fourth	3. P. takes P.
4. B. to Q. B. fourth	4. Q. to K. B. third (*a*)
5. Castles	5. P. to Q. third
6. P. to Q. B. third	6. P. to Q. sixth
7. Q. takes P.	7. B. to K. second
8. Q. Kt. to R. third	8. P. to Q. R. third
9. Kt. to Q. B. second	9. K. Kt. to R. third
10. Q. Kt. to K. third	10. Q. B. to K. third
11. Q. Kt. to Q. fifth	11. B. takes Kt.
12. P. takes B.	12. Kt to K. fourth
13. Kt. takes Kt.	13. P. takes Kt.
14. P. to K. B. fourth	14. K. Kt. to Kt. fifth (*b*)
15. B. to K. third	15. Castles on K's. side
16. P. takes P.	16. Q. takes P. (*c*)
17. B. to K. B. fourth	17. B. to Q. B. fourth (check)
18. K. to R. square	18. Q. to K. R. fourth
19. Q. to K. Kt. third	19. B. to Q. third
20. B. to K. second	20. P. to K. B. fourth
21. B. takes B.	21. P. takes B.
22. Q. takes P.	22. Q. R. to K. square
23. B. to K. B. third	23. Q. to K. Kt. fourth
24. Q. to K. Kt. third	24. P. to K. R. fourth
25. P. to K. R. fourth	25. Q. to K. sixth
26. P. to Q. sixth	26. P. to K. B. fifth
27. Q. to K. square	27. Q. to Q. B. fourth
28. Q. to Q. second	28. Q. R. to Q. square
29. P. to Q. seventh	29. Kt. to K. sixth
30. B. takes Q. Kt. P. (*d*)	30. Kt. takes R.
31. R. takes Kt.	31. K. to R. square.
32. R. to K. square	32. Q. to K. B. fourth
33. R. to K. seventh	33. Q. to K. Kt. fifth
34. Q. to Q. fourth (*e*)	34. Q. takes R. P. (check)

And wins. [*Notes.*

Notes.

(*a*) This defence, invented by McDonnell, leads to a very constrained and dull sort of opening for Black, and on that account is rarely adopted by good players now.

(*b*) This portion of the game is very well played on both sides.

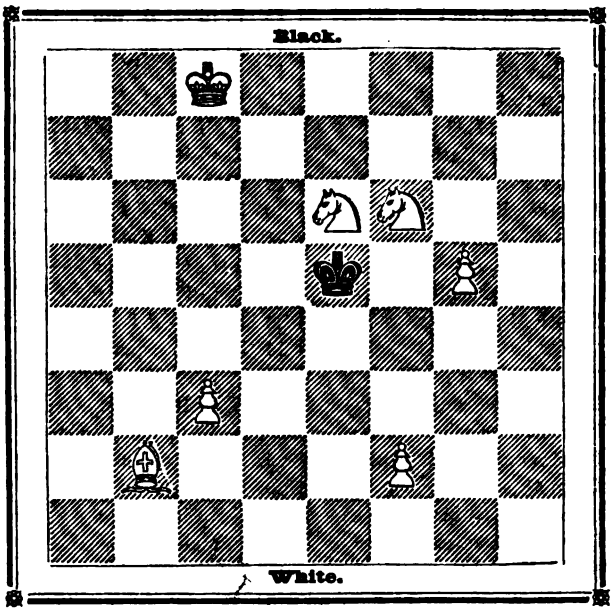
(*c*) Taking the P. with the Kt. would lead to many interesting variations.

(*d*) White plays the latter part of this game but feebly.

(*e*) A remarkable oversight, which of course loses the game off-hand.

PROBLEM, No. 26.

By Mr. M'G —r.



White to play, and Mate in five moves.

From the Unpublished Collection of Games between Messrs Harrwitz and S—s.

Whtie. (Mr. H.)	*Black.* (Mr. S—s.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. P. to Q. fourth	3. P. takes P.
4. Kt. takes P.	4. Q. to K. B. third
5. K. Kt. to Kt. fifth	5. K. to Q. square
6. Q. Kt. to B. third	6. K. Kt. to K. second
7. P. to K. B. fourth	7. P. to Q. R. third
8. P. to K. fifth	8. Q. to K. third
9. K. Kt. to Q. R. third	9. P. to Q. fourth
10. B. to Q. B. fourth	10. Q. Kt. to his fifth
11. K. Kt. to Q. Kt. square	11. P. to Q. Kt. fourth
12. B. to Q. Kt. third	12. P. to Q. B. fourth
13. P. to Q. R. third	13. P. to Q. B. fifth
14. P. takes Kt.	14. P. takes B.
15. Kt. takes Q. Kt. P.	15. Q. to her Kt. third
16. K. Kt. to Q. B. third	16. P. takes Q. B. P.
17. Q. takes Q. B. P.	17. Q. B. to Q. second
18. Q. Kt. to Q. sixth	18. B. to K. third
19. P. to K. B. fifth (*a*)	19. Kt. takes P.
20. Kt. takes Kt.	20. K. B. takes P.
21. Q. B. to K. third	21. Q. to Q. Kt. square
22. Kt. to Q. fourth	22. B. to Q. second
23. B. to K. Kt. fifth (check)	23. P. to K. B. third
24. B. to K. B. fourth	24. P. takes P.
25. B. checks	25. K. to K. square
26. Kt. to K. B. fifth (*b*)	26. P. to K. Kt. third
27. Kt. to Kt. seventh (check)	27. K. to B. second
28. B. to K. R. sixth	28. K. R. to Q. B. square
29. Castles on K's side (check)	29. K. to Kt. square
30. Q. to Q. square	30. P. to Q. fifth (*c*)
31. Q. to her Kt. third (check)	31. K. to R. square
32. Q. to K. B. seventh (*d*)	32. P. takes Kt.
33 Kt. to K. eighth	

And wins.

Notes.

(*a*) This gives White an irresistible attack.
(*b*) Castling on Q's side, we believe, would have been stronger play.
(*c*) Badly played.
(*d*) The game was irretrievable, but this heedlessly hastened the catastrophe.

CHESS MATCH.

Our next two games are part of a match just finished between Mr. E. WILLIAMS and Mr. C. KENNY, wherein the former gave the odds of Pawn and move. At the termination of the contest, the score was as follows:—

Mr. E. W. . .	11	Mr. C. K. . .	9
Drawn . .	5		

Mr. Williams winning by two games.

(*Remove White's K. B. P.*)

Black. (Mr. C. K.)	*White.* (Mr. E. W.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. P. takes P.	3. P. takes P.
4. B. to Q. third	4. K. Kt. to B. third
5. K. Kt. to K. second	5. K. B. to Q. third
6. P. to K. R. third (*a*)	6. Castles
7. P. to Q. B. fourth	7. P. to Q. B. fourth
8. Q. B. to K. third	8. Q. B. P. takes P.
9. Kt. takes P.	9. Q. Kt. to B. third
10. Castles	10. Q. Kt. to K. fourth
11. Q. to her Kt.'s third	11. K. to R. square
12. P. takes P.	12. Kt. takes P.
13. B. to K. fourth (*b*)	13. Kt. takes B.
14. Q. takes Kt.	14. B. to Q. B. fourth
15. R. to Q. square	15. Kt. to Q. B. fifth
16. Q. to her B. third	16. Kt. to Q. third
17. B. takes K. R. P.	17. P. to Q. Kt. third
18. B. to Q. B. second	18. Q. to K. R. fifth
19. R. to Q. second	19. B. to Q. Kt. second (*c*)
20. Kt. to K. sixth (*d*)	20. B. takes K. B. P. (check)
21. K. to R. square	21. R. to K. B. third
22. R. takes Kt.	22. B. to K. Kt. sixth
23. K. to Kt. square (*e*)	23. B. takes R.

And Black resigns.

Notes.

(*a*) This is merely losing time.
(*b*) He would have played imprudently to take the Kt.

(*c*) Here White appears to have overlooked an obvious opportunity of winning, by taking the K. B. P. with his Rook, *e. g.*

	19. R. takes P.
20. R. takes R.	20. B. takes Kt.
(He has no better move.)	
21. Q. to K. B. third	21. B. to Q. Kt. second

And Black has no resource.

(*d*) A mistake. Any way, however, White has a great attack.

(*e*) Nothing could save the game; the only feasible move appeared to be B. to K. B fifth, but even that was unavailing, as White might have replied with Q. takes K. R. P. (check), and then have mated next move, whether his Q. were taken or not.

Between the same Players.

(*Remove White's K. B. Pawn.*)

Black. (Mr. C. K.)	*White.* (Mr. E. W.)
1. P. to K. fourth	1. Q. Kt. to B. third
2. P. to Q fourth	2. P. to K. fourth
3. P. to Q. fifth	3. Q. Kt. to K. second
4. Q. B. to K. Kt. fifth	4. P. to Q. third
5. Q. Kt. to B. third	5. B. to Q. second
6. K. B. to Q. Kt. fifth	6. B takes B.
7. Kt. takes B.	7. Q. to Q. second
8. P. to Q. B. fourth	8. Q. Kt. to K. Kt. third
9. K. Kt. to B. third	9. P. to Q. R. third
10. Q. Kt. to B. third	10. P. to K. R. third
11. Q. B. to K. third	11. K. Kt. to B. third
12. P. to K. R. third	12. K. B. to K. second (*a*)
13. Q. to Q. B. second	13. K. Kt. to R. fourth
14. Q. Kt. to K. second	14. Castles on K.'s side
15. Q. to B. third	15. P. to Q. B. fourth
16. P. to Q. Kt. fourth	16. P. to Q. Kt. third
17. P. takes P.	17. Q. Kt. P. takes P.
18. Q. R. to Kt. square	18. B. to Q. square
19. Kt. to Q. second	19. P. to Q. R. fourth
20. Castles	20. P. to Q. R. fifth
21. R. to Q. Kt. fifth	21. K. Kt. to B. fifth
22. Kt. takes Kt.	22. Kt. takes Kt.

Black. (Mr. K.)	*White.* (Mr. W.)
23. B. takes Kt.	23. R. takes B.
24. K. R. to Q. Kt. square	24. Q. to K. B. second
25. Q. R. to Kt. eighth	25. R. takes R.
26. R. takes R.	26. Q. to Q. B. second
27. R. to R. eighth	27. Q. to Q. second
28. Q. to Q. R. fifth (*b*)	28. R. to K. B. square
29. Q. takes R. P.	29. Q. to K. B. second
30. Kt. to K. B. third	30. Q. to Kt. third
31. Q. to Q. seventh	31. K. to R. second
32. Kt. to R. fourth (*c*)	32. Q. to Kt. fourth
33. Kt. to B. fifth	33. Q. to B. eighth (check)
34. K. to R. second	34. Q. to B. fifth (check)
35. Kt. to Kt. third	35. Q. to Kt. fourth
36. P. to Q. R. fourth	36. P. to K. R. fourth
37. P. to K. R. fourth	37. Q. takes P. (check)
38. Q. to K. R. third	38. R. takes B. P.
39. Q. takes Q.	39. B. takes Q.
40. Kt. to B. fifth	40. B. to Kt. fourth
41. P. to Q. R. fifth	41. B. to B. fifth (check)
42. K. to Kt. square	42. R. to K. seventh
43. P. to Q. R. sixth	43. R. takes K. P.
44. Kt. takes Q. P.	44. R. to K. eighth (check)
45. K. to B. second	45. R. to Q. R. eighth
46. P. to Q. R. seventh	46. K. to Kt. third
47. Kt. to Q. Kt. fifth	47. P. to K. fifth
48. R. to K. eighth	

And after a few more moves White resigned.

Notes.

(*a*) White has a better developed game than he ought to obtain at these odds.

(*b*) Black manages to keep his adversary completely on the defensive now.

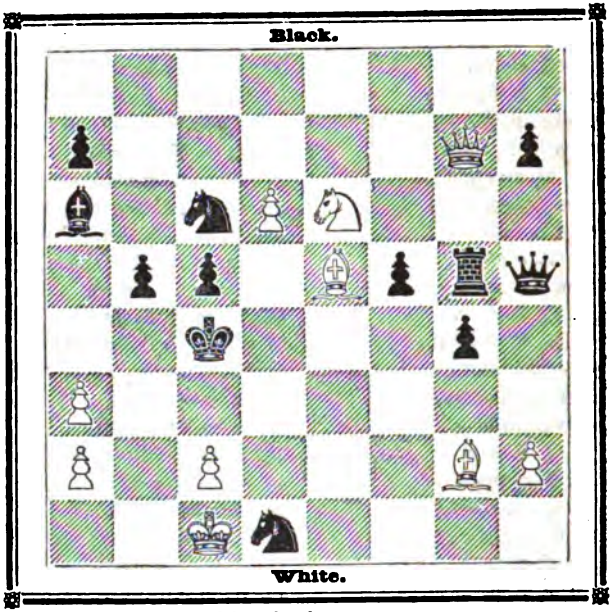
(*c*) We cannot readily understand the farther prolongation of the game. Black had now simply to take the B., and White had only to resign, *e. g.*—

	31. K. to R. second
32. R. takes B.	32. R. takes Kt.
33. Q. to B. eighth	33. Q. to Kt. fourth

If he move his Queen elsewhere, he loses the Rook, and if to Kt. fourth, Black mates by force in three moves.

PROBLEM No. 27.

By the Rev. H. BOLTON.



Mate in six moves.

CHESS IN THE PROVINCES.

Between Messrs. WITHERS and KIPPING, two of the best players in Bristol.

White. (Mr. W.)	*Black.* (Mr. K.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. P. to Q. third
3. P. to Q. fourth	3. P. takes P.
4. K. B. to Q. B. fourth	4. P. to Q. B. third

White. (Mr. W.)	*Black.* (Mr. K.)
5. Q. takes P.	5. Q. B. to K. third
6. Castles	6. B. takes B.
7. Q. takes B.	7. B. to K. second
8. Q. to her Kt. third	8. P. to Q. Kt. third
9. Q. Kt. to B. third	9. Q. Kt. to Q. second
10. Q. B. to K. third	10. K. Kt. to B. third
11. K. Kt. to Kt. fifth	11. Castles
12. P. to K. B. fourth	12. K. Kt. to K. square
13. K. Kt. to B. third	13. Q. Kt. to B. fourth
14. Q. to B. fourth	14. P. to Q. Kt. fourth
15. Q. to K. second	15. K. Kt. to B. third
16. B. takes Q. Kt.	16. P. takes B.
17. Q. R. to Q. square	17. Q. to B. second
18. P. to K. fifth	18. Kt. to Q. second
19. Q. Kt. to K. fourth	19. Kt. to Q. Kt. third
20. P. to K. B. fifth	20. P. to K. B. third
21. P. to K. sixth (*a*)	21. Q. R. to Q. square
22. K. Kt. to R. fourth	22. R. to Q. fourth
23. Q. to K. R. fifth	23. Kt. to B. fifth
24. Kt. to Q. B. third (*b*)	24. R. to Q. fifth
25. Kt. to K. second	25. Q. R. to Q. square
26. Q. Kt. to K. B. fourth	26. Kt. to K. sixth
27. Q. Kt. to K. Kt. sixth	27. Kt. takes K. R.
28. Kt. takes R. (*c*)	28. Q. takes K. R. P. (check)
29. K. takes Kt.	29. Q. to B. fifth (check)
30. K. to Kt. square	30. R. takes R. (check)
31. Q. takes R.	31. K. takes Kt.
32. Q. to K. R. fifth	

And Black draws by perpetually checking.

Notes.

(*a*) The position of these Pawns gives so great an advantage to White, that proper care must have secured him the victory.

(*b*) This looks like lost time. We should rather have played the Q. R. to K. square, with the view of moving the other to K. B. third, to co-operate with the Queen. Such reinforcement would have rendered her irresistible.

(*c*) Better to have played as follows :—

28. Kt. takes B. (check)	28. Q. takes Kt.
29. Kt. to Kt. sixth	29. Q. moves
30. P. to K. seventh	

Between the PRESIDENT and SECRETARY of the Liverpool Chess Club.

White. (Mr. SPENCKLEY.)	*Black.* (Mr. MONGREDIEN.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. B. third	4. P. to Q. third
5. P. to Q. fourth	5. P. takes P.
6. P. takes P.	6. B. to Kt. third
7. Q. Kt. to B. third	7. K. Kt. to B. third
8. B. to Q. Kt. third (*a*)	8. Castles
9. Q. B. to K. third (*b*)	9. Q. B. to K. Kt. fifth
10. P. to Q. R. third	10. B. takes Kt.
11. P. takes B.	11. Q. Kt. to R. fourth (*c*)
12. B. to Q. R. second	12. P. to Q. B. fourth
13. P. to Q. fifth (*d*)	13. K. Kt. to Q. second
14. Castles (*e*)	14. P. to K. B. fourth
15. P. to K. B. fourth	15. Q. to K. B. third
16. Q. to K. B. third	16. Q. R. to K. square
17. K. to R. square	17. P. to Q. B. fifth
18. R. to K. Kt. square	18. Q. Kt. to his sixth
19. B. takes Kt.	19. P. takes B.
20. R. to K. Kt. fifth	20. P. takes K. P.
21. Q. to K. R. third	21. Kt. to Q. B. fourth
22. Q. R. to K. Kt. square	22. R. to K. B. second
23. K. R. to his fifth	23. Kt. to Q. sixth (*f*)
24. K. R. takes R. P.	24. K. to B. square
25. K. R. to his eighth (check) (*g*)	25. K. to his second
26. R. takes R. (check)	26. K. takes R.
27. Kt. takes K. P.	27. Q. to K. second
28. B. takes B.	28. Q. takes Kt. (check)
29. P. to K. B. third	29. Q. takes Q. P.

And White gave mate in three moves.

Notes.

(*a*) Fearing Black should take the K. P. with his Kt., and then "fork" the two pieces.

(*b*) P. to K. R. third is thought a better move at this stage.

(*c*) We cannot commend this move. The Knight could hardly be worse posted.

(*d*) P. to Q. Kt. fourth leads to some attack for White. The move in the text, however, serves to confine the adverse Kt., and is the safer play.

(*e*) We should have played boldly to win the imprisoned Kt., by throwing up the Q. Kt. Pawn, and cannot see how it could be saved.

(*f*) The lively attack and counter attack render this part of the contest very interesting.

(*g*) The following is perhaps more conclusive—

25. Kt. takes K. P.	25. R. takes Kt. (best)
26. Q. to her B. eighth (check)	26. K. to his second (best)
27. Q. takes P. (check)	27. K. to Q. square (best)
28. R. to K. R. eighth (check)	28. R. to K. B. square (best)
29. R. takes K. Kt. P.	

and wins.

CALVI'S ELEMENTARY LESSONS.

(*Continued from page* 87.)

TWENTY SIXTH LESSON.

THIRD SECTION. K. BISHOP'S GAMBIT.

Ninth Opening.

This opening is the last of the K. B. Gambit, and as it comprises a great number of variations, we have deemed it better to divide it into twelve games. In the first six, we will analyze the attacks which may be made by those who have the move, if the adversary does not play the proper moves after the third move. In the last six, we shall shew the best defence, proving that he who accepts the Gambit can preserve the superiority of position even to the end of the game.

First Game.

White.	*Black.*
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. K. B. to Q. B. fourth	Q. to K. R. fifth (check)

Queen to K. R. fifth, is the best move that Black can make.

4. K. to B. square	P. to Q. third

Black, instead of playing P. to Q. third, could play,

1st. K. B. to Q. B. fourth. (See the fourth game.)
2nd. K. Kt. to B. third. (See the fifth game.)
3rd. Q. to K. B. third. (See the sixth game.)
4th. P. to K. Kt. fourth. (See the twenty-seventh Lesson.)

5. K. Kt. to B. third	Q. B. to Kt. fifth

Instead of playing K. Kt. to B. third, you could play,

1st. Q. to K. B. third. (See the second game.)
2nd. P. to Q. fourth. (See the third game.)

6. P. to Q. fourth	Q. to R. third

Black, instead of playing Q. to R. third, could play,

1st. Q. to K. B. third
2nd. P. to K. Kt. fourth. (See the Variations which follow.)

7. Q. Kt. to B. third	P. to Q. B. third

The Calabrois, instead of making you play the Q. Kt., directs you to play P. to K. Kt. third; but this move would lose you the game, because Black, by bringing his Queen to K. R. fourth, could afterwards take Pawn with Pawn.

The moves of the Calabrese are as follow:

P. to K. Kt. third	Q. to R. sixth (check)
K. to B. second	P. takes P. (check)
P. takes P.	B. takes Kt.
K. B. takes K. B. P. (check)	K. to K. second
Q. takes B.	Q. to her second
R. takes R. P.	R. takes R.
B. takes Kt.	

In this position you have evidently the advantage.

8. Q. to her third	B. takes Kt.

If Black, instead of taking Kt., had pushed on the K. Kt. P. two squares, you should play P. to K. R. fourth.

9. Q. takes B.	P. to K. Kt. fourth
10. P. to K. Kt. third	Q. to R. sixth (check)

Black, instead of checking, could take Pawn with Pawn. In that case, you should take K. B. P. with K. B., giving check. Black would move his King to Q., and you could take P. with P.

11. K. to B. second	P. takes P. (check)
12. P. takes P.	Q. to her second
13. Q. B. takes P.	

In this situation, your game is to be preferred.

Variation from Black's sixth move.

White.	*Black.*
	6. Q. to K. B. third
7. P. to K. fifth	Q. P. takes P.
8. Q. P. takes P.	Q takes P.

If Black had taken the Kt. with Bishop, you should retake the Bishop with Queen, and afterwards take the Q. Kt. P.

9. Kt. takes Q.	B. takes Q.
10. Kt. takes K. B. P.	

Your Game is preferable.

Second Variation from Black's sixth move.

	6. P. to K. Kt. fourth

This variation is taken from Ben-Oni's work.

7. P. to Q. B. third	B. takes Kt.

You play the Q. B. Pawn to take the K. B. P. with your B. and bring out the Q. to Kt. third, giving check—in case Black should take your K. B.

8. Q. takes B.	K. Kt. to B. third
9. P. to K. Kt. third	Q. to R. sixth (check)
10. K. to B. second	K. B. to R. third
11. P. takes P.	Q. takes Q. (check)
12. K. takes Q.	P. to K. Kt. fifth (check)
13. K. to Kt. second	

Your position is better than that of your adversary, on account of the three Pawns established in the centre of the board.

Second Game.

White.	*Black.*
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. K. B. to Q. B. fourth	Q. to K. R. fifth
4. K. to B.	P. to Q. third
5. Q. to K. B. third	Q. to K. Kt. fifth

Cozio remarks that if Black had moved his Q. B. to K. Kt. fifth instead of the Queen, you should play the Queen to her Kt. third.

6. Q. takes Q.	B. takes Q.
7. P. to Q. third	P. to K. Kt. fourth
8. P. to K. R. fourth	P. to K. B. third
6. P. takes P.	P. takes P.
10. B. takes Kt.	R. takes. B.
11. R. takes P.	

In this position the game may be considered as equal.

Third Game.

The first four moves as before.

5. P. to Q. fourth	P. to K. Kt. fourth

This opening is from Stamma.

6. K. Kt. to B. third	Q. to R. fourth
7. P. to K. R. fourth	K. B. to R. third

Black brings up his Bishop to support the Doubled Pawn in case you play K. to Kt.

8. Q. Kt. to B. third	Q. B. to Kt. fifth

Stamma, instead of directing you to play this Kt., makes you play K. to Kt. which leads you to a bad position. We are indebted to Mr. Walker, who has well studied the Bishop's Gambit, for this move. Black, instead of playing the Bishop, could play P. to K. Kt. fifth. (See variation.)

9. K. to Kt.	B. takes Kt.

If Black, instead of taking the Kt. had taken P. with P., you should play Q. Kt. to Q. fifth

10. P. takes B.	Kt. P. takes P.
11. Q. Kt. to Q. fifth	K. to Q.
12. Kt. takes the doubled P.	

Your game is better than Black's.

Variation from Black's eighth move.

White.	*Black.*
	8. P. to K. Kt. fifth
9. K. Kt. to K.	K. Kt. to K. second
10. Q. Kt to K. second	K. Kt. to his third

Black, instead of playing K. Kt. to his third could push on the doubled Pawn. Supposing this, you should play as follows:—

Q. Kt. to K. Kt third	Q. to K. Kt. third
P. to K. R. fifth	Q. to K. B. third
P. takes P.	P takes P.
Q. takes P.	

Your position is preferable to Black's.

11. K. Kt. to Q. third	P. to K. B. sixth
12. Q. Kt. to K. Kt. third	

In this position you have evidently a good game.

A CHAPTER ON CHESS.

ENGLAND is now acknowledged to be the head-quarters of the chess world. The unvanquished prowess of her champion, and the splendid array of genius, talent, and proficiency displayed in her huge phalanx of amateurs, proclaim the fact that England stands unrivalled in this, as in every other noble pursuit. What they do not invent, Englishmen are sure to improve upon; and this humble repository of ours, wherein the efforts of the logical heads, patient thought, and indomitable perseverance of our countrymen are recorded, will afford sufficient proof of our premises. But great and flattering as the fact is, we are disposed to think that the result would have been still more to our credit, if there had been some recognised

utility in the study of the game, and less passion and more judgment shewn in the pursuit of knowledge in it. There is no doubt with us that the *proper* study of chess is second only to that of mathematics, for acquiring habits of close reasoning and patient investigation, but the circumstance of its being so generally looked upon as a mere pastime, and practised as an amusement, has led thousands to waste their time in profitless and stupid encounters, and to degrade that, which is an elegant and delightful science, into a paltry game of chance.

The object of this paper is to impress upon the student the danger of being misled by enthusiasm, and to warn him of the risk of plunging into constant and indiscriminate play. The possessor of a quick apprehension is apt to place undue reliance upon his powers, and to forget that to acquire and retain knowledge, he must undergo some discipline —accustomed to penetrate in an instant the meaning of things in general, he is satisfied with momentary success, rushes headlong into "*mediæ res*," and gets the habit of hasty superficial reasoning, which is sure to unfit him for competition with those who are his inferiors in natural ability—the "ridiculous rhodomontade" of even a Deschappelles notwithstanding.

It is far better in the onset, to refrain from playing at all, until a thorough knowledge of the principles and powers of the game be attained and well-fixed in the memory—to comprehend a theory renders practice comparatively easy. The numerous works of great masters, now so easily procurable, leave the student without excuse for neglecting such preliminary assistance—not that he is here advised to adhere exclusively to what the books will teach him. He must learn that there is no defined limit to the powers concerned in this game; his functions are prospective as well as retrospective; every year lays bare some fundamental error, or displays some striking improvement; he must therefore, as he proceeds, pay strict regard to the rules of analysis—practice in this respect, besides adding to his knowledge, will probably inculcate a little patience, a most necessary ingredient in the composition of a good Chess player—much caution is requisite, in forming a good style, and if the student have not the genius to strike out an original one, let him be careful in his selection of a model; if his predilection be for the brilliant school, let him first ascertain if it be a sound one, keeping in mind, that *brilliancy of idea goes for nothing, if opposed to soundness of judgment;* but that if these two be found together, his model is complete. Practice with indifferent players is worse than useless; but with those of acknowledged ability, the next surest way to excellence. The careful and analytical perusal of the games of the great masters, and the study of the many beautiful positions and intricate problems extant, will contribute also in a high degree to form a correct style and confirm his strength.

The student will thus see that he must undergo considerable labor and self-denial, if he would aim at excellence in this game: the inducements to play with any and every one he meets are many and great, so seductive, indeed, are they, that this indulgence, besides leading to a multitude of errors, rarely, if ever eradicated, prostrates the mental powers for any other pursuit, and stamps upon the minds of many, the idea, that the game instead of being a healthful and intellectual study, is nothing more than a "mockery, a delusion, and a snare."

The truth of what we here assert will be plain to all those whom we address, who have not fallen into these fatal errors—those who have, cannot listen to reason, they are generally eaten up with self-love and vanity;

they persuade themselves, against all evidence, that they can play, and are eternally wasting their time to the great detriment of their interests and their healths, upon what they consider Chess, but what might be termed, with as much propriety as far as they are concerned, "the game of skittles."

The devotion of too much time, even to the correct study of this game, is another mistake we wish to call serious attention to, the young student must not forget that there is a time for all things. And he will do well to ponder over an observation of our great philosopher, Lord Bacon. "The ordering of exercises is a matter of great consequence, to help or to hurt; for as is well observed by Cicero—'Men in exercising their faculties, if they be not well advised, do exercise their *faults* and get ill-habits as well as good, so that there is a great judgment to be had in the *continuance* and *intermission* of exercises.'" The fascinating nature of our game is, doubtless, a main cause of the slavish devotion shewn by most of those who have any genius for its pursuit, and who would, had they acted with moderation and judgment, have shone out among our brightest examples but are condemned by their stupid indulgences, to herd with the host of mediocre players. Two great faults consist in either over or under-rating one's powers, and carelessness, or want of confidence, is the result. The student should endeavour to arrive at a just estimate of his strength, and the best way to do this, is to play many series of games, with the most skilful amateurs he can encounter, receiving the various odds offered him, and to persevere until he acquire a proximate strength. When he is satisfied with his progress, he can then enter into indiscriminate play, always insisting upon giving odds to his weaker opponent. It is as ridiculous to refuse the odds, as it is absurd to risk the habit of steadiness, where, upon playing "even," victory would be certain. The vexatious vanity which is constantly intruding pretensions that have no foundation, must be met firmly, and made to pay for its ridiculous temerity—there is no want of delicacy in insisting upon a money stake upon such occasions, and in the event of a rencontre there must be no relaxation of vigilance in the superior player; he must inflict a punishment so richly deserved with the extreme of security and severity. Mercy is a word unknown in the Chess vocabulary: all delinquents must be punished summarily, because, in fact, there is no other security against the violation of the laws and consequent anarchy.

That player is an enemy who relaxes in one iota the proper enforcement of the rules of the game; he injures the opponent his good nature would induce him to temporize with, and inculcates a principle as foreign to proper discipline as to the spirit of the game. The axioms that are suitable for the regulation of our every-day life, apply equally to chess players, and "look before you leap," is of essential importance. The multitude of variations constantly occurring, demand incessant wariness and close examination, and the reasonable time allowed for this purpose can be no annoyance to an opponent, it is, indeed, rather a compliment to his skill. Let the student, however, above all, and before all, endeavour to get a little self knowledge; he will save himself many fretful weary hours, for no instruction or advice that can be given him, will furnish him with the *quantum sufficit* of brains, but if he have enough to comprehend this fact, he will be able to determine of his power to grasp the difficulties to be encountered in his studies, and of the prudence of continuing or discontinuing them altogether.

BETA.

CHESS INTELLIGENCE.

Match by Correspondence, Between the London and Amsterdam Chess Clubs.

The following are the moves which, up to the present time, have been made in this interesting contest:—

White. (Amsterdam.)	*Black.* (London.)
1. P. to Q. fourth	P. to K. B. fourth
2. P. to Q. B. fourth	P. to K. third
3. Q. Kt. to B. third	K. Kt. to B. third
4. P. to K. third	P. to Q. third

Amsterdam to move.

The little contest between Mr. E. Williams and Mr. C. Kenny, has terminated in favour of the former, the score at the conclusion standing thus:—

Williams - - - - - - -	11.
Kenny - - - - - - -	9.

Drawn 5.

Considering the smallness of the odds, the Pawn and move only, which Mr. Williams gave, the result is extremely creditable to his young opponent, and a convincing proof of his rapid improvement in the game within the last few months.

"Leitfaden fur Schachspieler."—A copy of V. D. Laza's long promised "Guide," has reached us within the last few days, but we have not yet been enabled to devote to it that critical attention, which coming from such a source, it demands.

Chess for Winter Evenings.—Under this attractive title, a new book has lately been published in New York, consisting of games, problems, anecdotes of chess, &c., some original and some selected, with illustrations from the pencil of one of the most eminent artists of the United States. The work is the production of Mr. Agnew, an American amateur of much promise, and, although we have not yet seen his volume, the very favourable terms in which it is commended to us by the press of New York, warrants our predicting it will prove an acceptable addition to our stock of Chess literature.

SOLUTIONS TO PROBLEMS.

No. 7. p. 32.

White.	*Black.*
1. Kt. to K. fifth (check)	K. to B. fourth
2. P. to Kt. fourth (check)	K. to K. fifth
3. R. to K. sixth (dis. check)	K. to K. sixth
4. Kt. to Q. B. fourth	

Double check, and mate.

No. 8, p. 36.

In this position, the author has unfortunately overlooked a palpable mate in two moves, instead of five, as stipulated.

White.	*Black.*
1. Kt to K. B. third (check)	K. to Q. fourth, or (*a*)
2. K. B. to K. fourth	
Mate.	

(*a*)

	1. K. to Q. B. sixth
2. Kt. to Q. R. second	
Mate.	

No. 9, p. 45

White.	*Black.*
1. B. to K. Kt. fifth (check)	K to K. fourth
2. B. takes Q. P. (dis. check)	K. to Q. third (best)
3. B. takes Kt. P. (dis. check)	Q. interposes
4. B. to K. seventh	
Mate.	

No. 10, p. 48.

White.	*Black.*
1. Kt. to Q. B. fourth	R. takes Q. R. P. (best)
2. Kt. to Kt. 6th (check)	K. to Kt. fifth
3. P. to Q. B. third (check)	R. takes P.
4. R. to Q. R. fourth	
Mate.	

No. 11, p. 50.

White.	*Black.*
1. B. to B. square (dis. check)	Kt. from K. fourth interposes, (check) or (*a*)
2. K. to his second (dis. check)	K. to his fourth, or (*b*)
3. Q. to B. fifth (check)	Kt. to Q. fourth
4. R takes Kt. (check)	P. takes R.
5. Q. takes P. (check)	
And draws.	

(*a*)

	1. The other Knight interposes
2. K. to his second (dis. check)	R. takes R. (best)
3. Q. takes Kt. (check)	
And draws.	

(*b*)

	2. R. takes R.
3. Q. takes Kt. (check)	K. to his fourth
4. Q. to her fifth (check)	
And draws.	

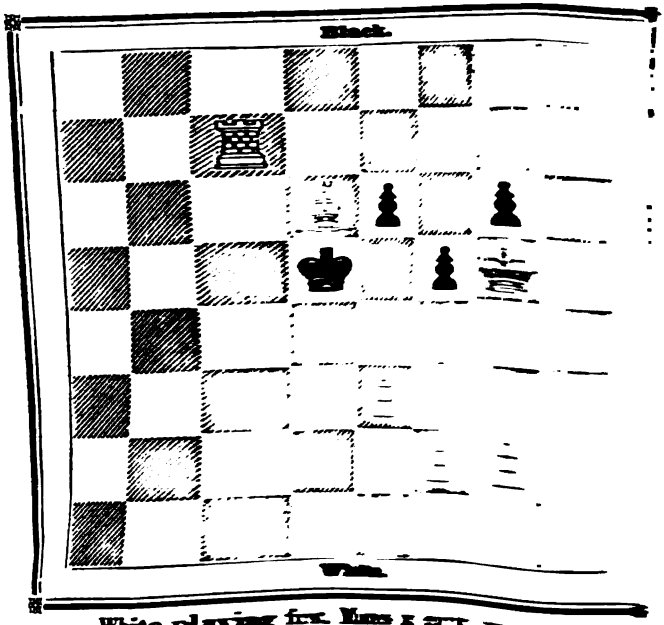
There are other variations, but none in which White upon the same principle, cannot either force Black to stalemate him, or else win the game himself.

No. 12, p. 63.

White.	*Black.*
1. Q. P. takes P. (check)	K. to K. (best)
2. Kt. to Q. sixth (check)	K. to Q. second
3. B. to Q. B. sixth (check)	K. takes Kt.
4. P. takes R., becoming a Bishop	
Mate.	

PROBLEM. No. 26.

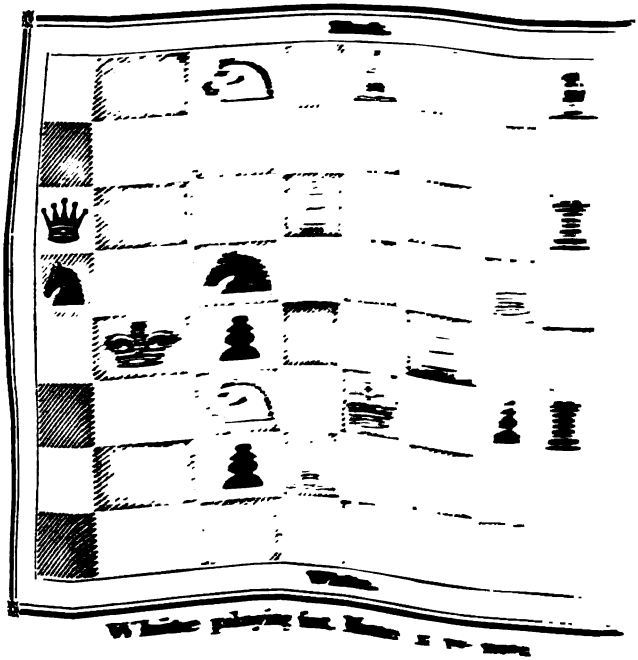
By Mr. Nolan.



White playing first Mates in [illegible] moves.

PROBLEM. No. 27.

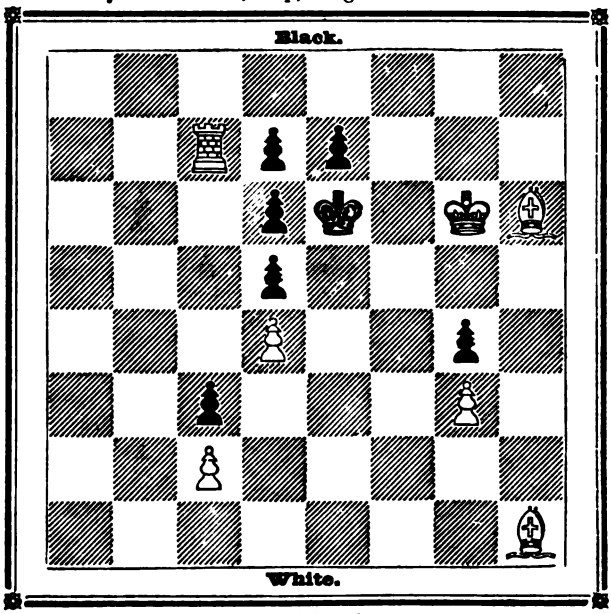
By Mr. [illegible].



White playing first Mates in [illegible] moves.

PROBLEM, No. 30.

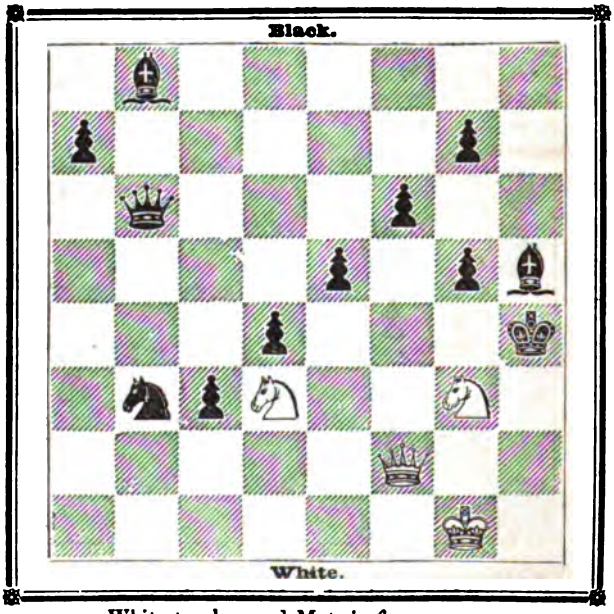
By C. Stanley, Esq., Brighton Chess Club.



White to play, and Mate in four moves.

PROBLEM, No. 31.

This beautiful end game, by Mr. Eichstadt, is taken from the "Berlin Schachzeitung" of March.



White to play, and Mate in four moves.

CHESS IN AMERICA.

Continuation of the Games in the celebrated match at New Orleans, between Messrs STANLEY and ROUSSEAU, with notes by the Editor of the C. P. C.

EIGHTEENTH GAME.

White. (Mr. R.)	*Black.* (Mr. S.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. B. third	4. Q. to K. second (*a*)
5. Castles	5. P. to Q. third
6. P. to Q. fourth	6. B. to Q. Kt. third
7. P. takes P.	7. P. takes P.
8. Q. B. to K. Kt. fifth	8. K. Kt. to B. third
9. Q. Kt. to Q. second	9. P. to K. R. third
10. B. to K. R. fourth	10. Q. B. to K. Kt. fifth
11. Q. to her B. second	11. Q. R. to Q. square.
12. K. B. to Q. Kt. fifth (*b*)	12. Castles
13. B. takes Q. Kt.	13. P. takes B.
14. Q. B. to K. Kt. third	14. Kt. to Q. second
15. P. to K. R. third	15. B. to K. R. fourth
16. B. to K. R. second	16. P. to K. B. third
17. P. to K. Kt. fourth (*c*)	17. Q. B. to K. Kt. third
18. Kt. to K. R. fourth	18. Q. B. to K. B. second
19. K. to K. R. square	19. Kt. to Q. B. fourth
20. K. R. to K. Kt square (*d*)	20. R. takes Kt. (*e*)
21. Q. takes R.	21. Kt. takes K. P.
22. Q. to K. second	22. Kt. takes P. (check)
23. K. to K. Kt. second	23. B. to Q. fifth (check)
24. K. to Kt. third	24. P. to K. B. fourth (*f*)
25. Kt. takes P.	25. R. takes Kt.
26. K. R. to K. B. square	26. Q. to K. Kt. fourth
27. Q. B. to K. Kt. square	27. Q. to K. B. fifth (check)
28. K. to R. fourth	

And Black mates in two moves.

Notes.

(*a*) This may be done without loss, but it gives a confined defensive position to the second player. It is better to bring out the K. Kt.

(*b*) Better to bring the Q. R. into play at K. square.

(*c*) Needlessly exposing his King to danger. K. Kt. to R. fourth would have been far stronger play.

(*d*) A fatal mistake. Here again the Q. R. brought to K. square, would have saved all the threatened mischief.

(*e*) Black does not fail to take advantage of his opponent's error, and now has the game in his own hands.

(*f*) The attack is kept up with great determination and skill from the moment when "the exchange" was sacrificed.

NINETEENTH GAME.

White. (Mr. S.)	*Black.* (Mr. R.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. P. to K. B. fourth	2. P. to K. third
3. K. Kt to B. third	3. Q Kt. to B. third
4. P. to Q. B. third	4. P. to Q. fourth
5. P. takes P.	5. P. takes P.
6. P. to Q. fourth	6. K. Kt. to B. third
7. K. B. to Q. third	7. K. B. to K. second
8. Castles	8. Castles
9. K. Kt. to K. fifth	9. Q. to Q. Kt. third
10. K. Kt. takes Kt.	10. P. takes Kt.
11. K. B. to Q. B. second	11. Q. B. to Q. R. third
12. K. R. to B. second	12. K. R. to K. square
13. P. to K. R. third	13. Q. R. to Q. B. square
14. Q. B. to K. third	14. P. takes P. (*a*)
15. Q. B. takes P.	15. P. to Q. B. fourth
16. Q. B. takes K. Kt.	16. B. takes B.
17. Q. takes P. (*b*)	17. R. to K. eighth (check)
18. K. to R. second	18. P. to Q. B. fifth
19. Q. to her second	19. Q. R. to K. square
20. P. to Q. R. fourth	20. B. to K. R. fifth
21. P. to K. Kt. third	21. B. takes P. (check) (*c*)
22. K. takes B.	22. Q R. to K. sixth (check)
23. K. to R. second (*d*)	23. B. to Q. Kt. second
24. Kt. to Q. R. third	24. R. takes K. R. P. (check) (*e*)
25. K. takes R.	25. R. to K. sixth (check)
26. K. to Kt. fourth	26. B. to B. square (check)
27. P. to K. B. fifth	27. Q. to K. Kt. third (check)
28. K. to R. fourth	28. Q. to K. Kt. sixth (check)
29. K. to R. fifth	29. P. to K. Kt. third (check)
30. P. takes P.	30. Q. to K. Kt. fifth (check)
31. K. to R. sixth	31. Q. to R. fifth

Mate.

[*Notes.*

Notes.

(*a*) He would plainly have lost his Queen, had he taken the Q. Kt. P. with her.

(*b*) A fatal prize. After this capture, White's game is irretrievable.

(*c*) From this point to the end, the attack is sustained with uncommon ingenuity and vigour.

(*d*) Interposing the Rook would have been still more disastrous.

(*e*) Beautifully conceived. White must now either give up his Q. in a move or two or be mated.

TWENTIETH GAME.

White. (Mr. R.)	*Black.* (Mr. S.
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. B. third	4. Q. to K. second
5. Castles	5. P. to Q. third
6. P. to Q. fourth	6. B. to Q. Kt. third
7. P. to Q. R. fourth	7. P. to Q. R. third
8. P. to Q. Kt. fourth	8. Q. B. to K. Kt. fifth
9. P. to Q. R. fifth	9. K. B. to Q. R. second
10. P. to Q. Kt. fifth	10. Q. Kt. to his square
11. Q. B. to R. third (*a*)	11. Q. R. P. takes P.
12. B. takes Q. Kt. P. (check)	12. P. to Q. B. third
13. B. to K. second	13. B. takes Kt.
14. B. takes B.	14. P. to Q. B. fourth
15. P. takes K. P.	15. P. takes P.
16. Kt. to Q. second	16. K. Kt. to B. third
17. Kt. to Q. B. fourth	17. Castles
18. Q. to Q. sixth (*b*)	18. Q. takes Q.
19. Kt takes Q.	19. P. to Q. Kt. third
20. P. takes P.	20. B. takes P.
21. Kt. to Q. B. fourth	21. B. to Q. R. fourth (*c*)
22. B. takes P.	22. K. R. to Q. B. square
23. Kt. takes B.	23. R. takes B.
24. Kt. to Q. Kt. seventh	24. R. takes Q. R.
25. R. takes R. (*d*)	25. R. takes P.

White. (Mr. R.)	*Black.* (Mr. S.)
26. P. to K. R. third	26. R. to Q. B. square
27. R. to Q. R. eighth	27. R. to K. B. square
28. P. to K. Kt. fourth	28. Q. Kt. to B. third
29. R. takes R. (check)	29. K. takes R.
30. Kt. to Q sixth	30. Q. Kt. to Q. fifth
31. B. to K. Kt. second	31. K. to K. second
32. Kt. to Q. B. fourth	32. K. Kt. to Q. second
33. P. to K. B. third	33. P. to K. Kt. fourth
34. K. to B. second	34. P. to K. B. third
35. B. to his square	35. K. Kt. to Q. B. fourth
36. Kt. to K. third	36. K. Kt. to K. third
37. B. to Q. B. fourth	37. K. Kt. to B. fifth
38. K. to Kt. third	38. K. to B. square.
39. Kt. to K. B. fifth	39. Kt. takes Kt. (check)
40. K. P. takes Kt.	40. P. to K. R. fourth
41. P. to K. R. fourth	41. Kt. P. takes P. (check)
42. K. takes P.	42. P. takes P.
43. P. takes P.	43. Kt. to Kt. seventh (check)
44. K. to R. fifth	44. K. to Kt. second
45. P. to K. Kt. fifth	45. Kt. to B. fifth (check)
46. K. to Kt. fourth	46. P. takes P.
47. K. takes P.	47. Kt. to R. sixth (check)
48. K. to Kt. fourth	48. Kt. to B. seventh (check)
49. K. to B. third	49. Kt. to Q. eighth
50. K. to his fourth	50. K. to B. third

Drawn Game.

Notes.

(*a*) Mr. Rousseau opens the present game with a good deal of spirit, and plays altogether in an improved style at this period of the match, to what he did at the beginning of it.

(*b*) Well played. This compels an exchange of Queens, and strengthens White's game.

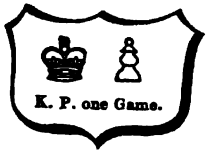
(*c*) The only move, apparently, which affords him a chance of saving the game, and this is not very promising.

(*d*) Better to have taken the other Rook with the Kt., and have retained the Pawn already won.

CRESS IN SWEDEN.

MATCH BY CORRESPONDENCE

Between MALMÖ and LUND.



The two games which constitute this match have terminated, each party winning one, and the contest may, therefore, be considered as a drawn battle. The previous moves in both games will be found in our March No., pages, 93 and 94.

FIRST GAME.

White. (MALMÖ.)	*Black.* (LUND.)
14. Kt. to Q. B. fifth	14. R. to K. second
15. P. to K. B. fifth	15. Q. to K. square
16. P. to K. B. sixth	16. P. takes P.
17. P. takes P.	17. Kt. takes P.
18. Q. to K. B. fourth	18. K. to Kt. second
19. Q. to K. fifth	19. Q. to K. Kt. square
20. P. to K. R. fourth	20. K. to B. square
21. Q. takes Kt.	21. R. to K. square
22. Q. takes R. P. (check)	22. Q. to Kt. second
23. Q. takes Q. (check)	23. K. takes Q.
24. P. to K. Kt. fourth	24. P. to K. fourth
25. B. to K. second	25. P. to K. B. third
26. B. to K. B. third	26. P. to Q. R. fourth
27. Kt. to Q. seventh	27. R. to K. second
28. Kt. to Q. Kt. sixth	28. Q. R. to Kt. square
29. R. to Q. eighth	29. B. takes P.
30. R. takes Q. R.	30. B. takes B.
31. K. R. to Kt. square (check)	31. K. to B. second
32. Kt. to Q. B. eighth	32. R. to Q. second
33. R. takes Q. Kt. P.	33. K. to his third
34. R. takes R.	34. K. takes R.
35. Kt. to Q. Kt. sixth (check)	35. K. to his third
36. K. to Q. second	36. P. to K. fifth
37. K. to his third	

Lund surrenders.

SECOND GAME.

White. (LUND.)	*Black.* (MALMÖ.)
14. Kt. to K. B. third	14. Q. B. to his third
15. P. to Q. R. fourth	15. Q. B. to Kt. second
16. Castles	16. P. to K. B. third
17. P. takes P.	17. Kt. takes P.
18. B. takes Q. B. P.	18. Q. to her B. second
19. Q. to K. second (check)	19. Kt. to K. fifth
20. B. takes B.	20. Q. takes B.
21. Q. to her Kt. fifth (check)	21. B. to his third
22. Q. takes Q.	22. P. takes Q.
23. P. to Q. Kt. third	23. K. to his second.
24. Kt. to Q. fourth	24. B. to Q. second
25. K. R. to K. square	25. K. to Q. third
26. P. to K. B. third	26. Kt. to K. Kt. sixth
27. Q. Kt. to B. third	27. K. to B. fourth
28. Q. R. to Q. square	28. K. R. to K. square
29. R. takes R.	29. R. takes R.
30. Q. Kt. takes Q. P.	30. Kt. to B. fourth
31. Kt. takes Kt.	31. B. takes Kt.
32. R. to Q. second	32. R. to K. fourth
33. P. to Q. Kt. fourth (check)	33. K. to B. third
34. Kt. to Q. B. third	34. R. to K. eighth (check)
35. K. to B. second	35. R. to Q. B. eighth
36. Kt. to Kt. fifth	36. B. to K. Kt. third
37. Kt. to Q. fourth (check)	37. K. to Q. Kt. second
38. Kt. to K. sixth	38. R. to Q. B. seventh
39. R. takes R.	39. B. takes R.
40. Kt. takes P.	40. B. takes Q. R. P.
41. K. to his third	41. K. to B. third
42. K. to Q. fourth	42. K. to Q. third
43. Kt. to B. fifth (check)	43. K. to his third
44. P. to K. Kt. fourth	44. K. to B. third
45. P. to K. B. fourth	45. B. to Q. B. third

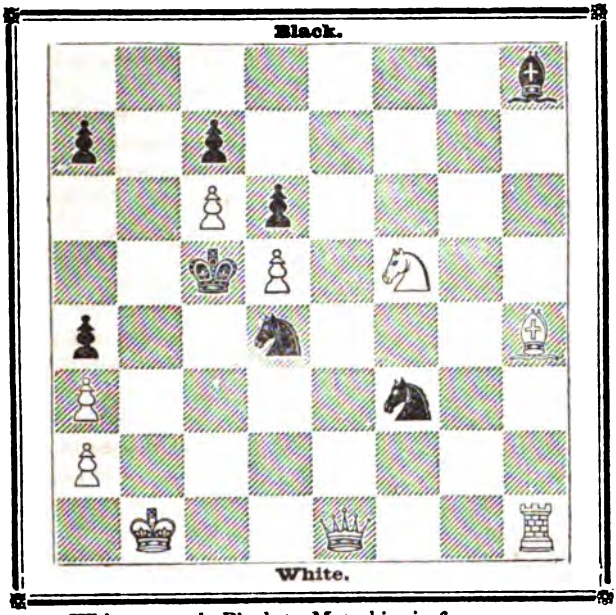
White. (Lund.)	*Black.* (Malmö)
46. Kt. to K. third	46. K. to his third
47. P. to K. B. fifth (check)	47 K. to B. third
48. Kt. to Q. fifth (check)	48. K. to Kt. fourth.
49. Kt. takes P.	

Malmö resigned.

(In pursuance of our plan of giving occasional examples of play in every country, where a knowledge of chess has penetrated, we extract these games from our entertaining contemporary—the Berlin Schachzeitung. They are, however, very feebly contested, and except as indications of the present state of Chess in Sweden, they have nothing to entitle them to the honours of publicity.)

PROBLEM, No. 32.

By Mr. F. R. Drew.



White compels Black to Mate him in four moves.

CHESS IN GERMANY.

The following instructive game forms a portion of a match played between Messrs. Harrwitz and Andersen of Breslau.

White. (Mr. A.)	*Black.* (Mr. H.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. P. takes P.	3. P. takes P.
4. P. to Q. B. fourth	4. K. Kt. to B. third
5. B. to K. second	5. Q. Kt. to B. third
6. K. Kt. to B. third	6. B. to K. second
7. Castles	7. Castles
8. P. to K. R. third	8. P. to Q. Kt. third
9. Q. Kt. to B. third	9. Q. B. to K. third
10. P. to Q. Kt. third	10. K. B. to Q. Kt. fifth
11. B. to Q. Kt. second	11. B. takes Kt.
12. B. takes B.	12. Kt. to K. fifth
13. Q. R. to Q. B. square	13. Q. R. to Q. B. square
14. B. to Q. R. square	14. Q. Kt. to K. second
15. P. takes P. (*a*)	15. B. takes P.
16. B. to Q. R. sixth	16. Q. R. to Q. Kt. square
17. K. R. to K. square	17. Q. Kt. to K. Kt. third
18. Kt. to Q. second (*b*)	18. Kt. takes Kt.
19. Q. takes Kt.	19. P. to Q. Kt. fourth
20. P. to Q. R. fourth	20. P. takes P. (*c*)
21. P. takes P.	21. Kt. to K. R. fifth (*d*)
22. B. to K. B. square	22. R. to Q. Kt. third
23. R. to Q. B. third	23. R. to K. Kt. third
24. R. to K. Kt. third	24. R. takes R.
25. P. takes R.	25. Kt. to K. B. fourth
26. B. to Q. third (*e*)	26. Kt. takes Kt. P.
27. Q. to her R. fifth	27. P. to Q. B. third
28. Q. takes Q. R. P. (*f*)	28. Q. to K. Kt. fourth
29. Q. to K. seventh	29. Q. to her seventh (*g*)
30. B. takes K. R. P. (check)	30. K. to R. square (*h*)
31. R. to K. fourth (*i*)	31. B. takes R. (*k*)
32. B. takes B.	32. Q. to K. eighth (check)
33. K. to R. second	33. Kt. to K. B. eighth (check)
34. K. to Kt. square	34. R. to K. Kt. square
35. Q. to K. Kt. fifth	35. Q. takes B.

White. (Mr. A.)	*Black.* (Mr. H.)
36. Q. to R. fifth (check)	36. Q. to K. R. second
37. Q. takes Q. (check)	37. K. takes Q.
38. K. takes Kt.	38. R. to Q. R. square
39. B. to Q. B. third	39. R. takes P.
40. K. to his second	40. K. to Kt. third
41. P. to K. Kt. third	41. K. to B. fourth
42. K. to Q. third	42. P. to Kt. third
43. B. to Q. second	43. R. to R. sixth (check)
44. B. to B. third	44. P. to K. Kt. fourth
45. K. to B. fourth	45. K. to his fifth

And after many more moves Black won the game.

Notes.

(*a*) This does not serve to improve White's game, while at the same time it enables his opponent to plant his Bishop very advantageously.

(*b*) Here, too, Mr. Anderssen plays without his usual judgment.

(*c*) But why not 20. Kt. to K. R. fifth? a move which appears to us to be fraught with most disastrous consequences to White.

(*d*) Comparatively ineffective now, since the Bishop can return to the rescue.

(*e*) Under the misapprehension apparently, that if Black took the Kt.'s P., he would gain a P. in return by taking the K. R. P. check, and then playing Q. to her third check.

(*f*) Impolitic play to remove the Q. so far from the immediate point of action.

(*g*) Some highly instructive positions result from this move, which was evidently not made without due reflection.

(*h*) Taking the B. would enable White to extricate himself.

(*i*) His only resource to prevent immediate mate.

(*k*) R. to Q. Kt. square seems more conclusive.

The two following games, which we believe to have been hitherto unpublished, were played many years since, "in the good old times," as our correspondent remarks, "of Sarratt and Lewis," between CAPT. H. WILSON and the REV. C. RICHARDS of Winchester, both first class players in those days.

White. (Mr. R.)	*Black.* (Capt. W.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. P. to K. B. fourth	2. Q. Kt. to B. third
3. K. Kt. to B. third	3. P. to K. third
4. P. to Q. B. third	4. P. to Q. fourth
5. P. takes P.	5. P. takes P.

White. (Mr. R.)	*Black.* (Capt. W.)
6. B. to Q. Kt. fifth	6. B. to Q. third
7. P. to Q. third	7. K. Kt. to K. second
8. Castles	8. Castles
9. P. to Q. fourth	9. B. to K. Kt. fifth
10. B. to K. second	10. B. takes Kt.
11. R. takes B.	11. P. takes Q. P.
12. P. takes P.	12. Q. to Q. Kt. third
13. K. to R. square (*a*)	13. Q. takes Q. P.
14. B. to Q. third	14. Kt. to Kt. third
15. Q. Kt. to B. third	15. K. R. to K. square
16. Kt. to Q. Kt. fifth	16. Q. to K. B. third
17. Kt. takes B.	17. Q. takes Kt.
18. B. to Q. second	18. R. to K. second
19. P. to Q. R. third	19. Q. R. to K. square
20. P. to K. Kt. third	20. P. to Q. R. fourth
21. P. to K. R. fourth	21. Q. to her second
22. K. to Kt. second	22. Q. to K. Kt. fifth
23. B. takes Kt.	23. R. to K. seventh (check) (*b*)
24. R. to B. second	24. Kt. to Q. fifth
25. B. to Q. third	25. Q. to K. B. sixth (check)]
26. K. to R. third	26. Q. takes R.
27. B. takes R.	27. R. takes B. (*c*)
28. Q. to K. R. square	28. R. takes B.
29. R. to K. B. square	29. Q. to K. seventh
30. R. to K. square	30. Q. to K. R. seventh (check)
31. K. to Kt. fourth	31. P. to K. B. fourth (check)
32. K. to R. fifth	32. Q. takes Q.
33. R. takes Q.	33. R. to K. Kt. seventh
34. R. to Q. square	34. Kt. to K. third
35. R. takes Q. P.	35. R. takes Kt. P.
36. R. takes Q. R. P.	36. Kt. takes P. mate.

Notes.

(*a*) Any attempt to save this Pawn would have involved a greater loss.

(*b*) This and Black's succeeding move are cleverly played, and at once decide the game in his favour.

(*c*) Kt. takes R. would have hastened the victory, since, to prevent immediate mate, White must then have played Q. to K. square, or B. to K. square; in either case losing his Q. or being check-mated in three or four moves.

Between the same Players.

(*White*) Mr. R.	*Black.* (Capt. W.)
1. P. to K. fourth	1. P. to K. fourth
2. B. to Q. B. fourth	2. P. to Q. fourth
3. B. takes P.	3. Kt. to K. B. third
4. Q. Kt. to B. third	4. K. B. to Q. B. fourth
5. K. Kt. to B. third	5. P. to Q. B. third
6. B. to Q. Kt. third	6. Castles
7. Castles	7. B. to K. Kt. fifth
8. P. to K. R. third	8. B. to K. R. fourth
9. P. to Q. third	9. Q. Kt. to Q. second
10. B. to K. third	10. Q. to B. second (*a*)
11. P. to K. Kt. fourth	11. Kt. takes Kt. P. (*b*)
12. P. takes Kt.	12. B. takes P.
13. K. to Kt. second	13. K. to R. square
14. K. R. to his own square (*c*)	14. P. to K. B. fourth
15. R. takes K. R. P. (check)	15. K. takes R.
16. K. Kt. to his fifth (check) (*d*)	16. K. to Kt. third
17. Kt. to K. sixth	17. B. takes Q.!
18. Kt. takes Q.	18. B. to K. Kt. fifth
19. Kt. takes R.	19. R. takes Kt.
20. K. B. to K. sixth	20. B. takes Q. B.
21. B. takes Kt.	21. B. to Q. fifth
22. P. to K. B. third	22. R. to Q. square
23. P. takes B.	23. R. takes B.
24. K. P. takes P. (check)	24. K. to Kt. fourth
25. K. to B. third	25. B. takes Kt.
26. P. takes B.	26. R. to Q. fourth
27. R. to K. R. square	27. R. to Q. R. fourth
28. R. to R. fifth (check)	28. K. to B. third
29. K. to his fourth	29. R. takes P.
30. P. to Kt. fifth (check)	30. K. to B. second
31. R. to K. R. second (*e*)	31. P. to Q. R. fourth
32. K. takes P.	32. P. to Q. R. fifth
33. P. to Kt. sixth (check)	33. K. to Kt. square
34. P. to K. B. sixth (*f*)	34. P. takes P.(check)
35. K. takes P.	35. R. to Q. R. eighth
36. R. to K. B. second	36. P. to Q. R. sixth
37. P. to Q. B. fourth	37. P. to Q. R. seventh
38. P. to Q. B. third	38. P. to Q. Kt. fourth

White. (Mr. R.)	*Black.* (Capt. W.)
39. P. takes P.	39. P. takes P.
40. P. to Q. fourth	40. R. to Q. B. eighth
41. R. takes R. P.	41. R. to K. B. eighth (check)
42. K. to his fifth	

And wins.

Notes.

(*a*) Q. to K. second we should have liked better.

(*b*) Chivalrous at least.

(*c*) White has now an enviable attack, and with a Piece, superiority can dare almost anything.

(*d*) This is not making the most of the position. By checking with the Q. instead of the Kt. the game is won off hand, *e.g.*

16. Q. to K. R. square (check)	16. K. to Kt. third
17. P. takes P. (check)	17. B. takes P.

Any other move of Black's will hasten his defeat.

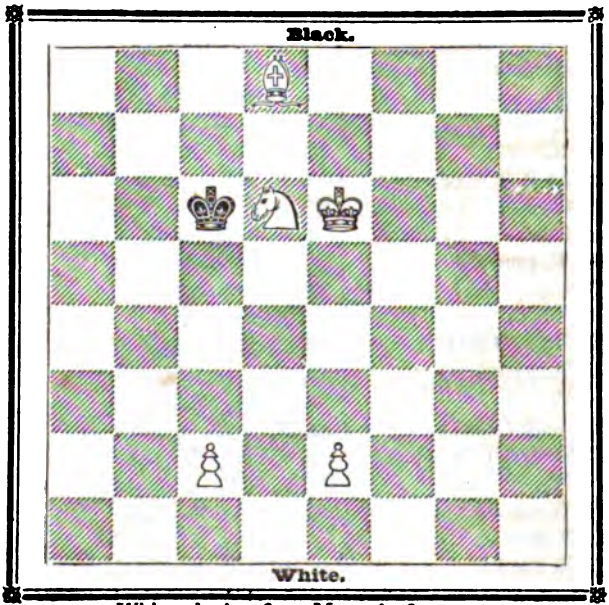
18. Q. to K. R. fourth

And play as Black may he cannot delay the mate beyond three or four moves.

(*e*) The latter part of this game exhibits a good deal of careful play by both parties.

(*f*) Here it appears to us that by moving his K. to Q. sixth, then R. to K. second, and finally K. to Q. seventh, the game was won.

PROBLEM, No. 33.
By W. H. C.



White playing first, Mates in five moves.

From the unpublished collection of Games between Messrs HARRWITZ and S—s.

White. (Mr. H.)	*Black.* (Mr. S—s.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. P. to Q. fourth	3. P. takes P.
4. Kt. takes P.	4. K. B. to Q. B. fourth
5. Kt. to K. B. fifth	5. Q. to K. B. third
6. Q. Kt to B. third	6. K. Kt. to K. second
7. Q. Kt. to Q. fifth	7. Kt. takes Q. Kt.
8. Q. takes Kt.	8. P. to Q. third
9. Q. B. to K. Kt. fifth (*a*)	9. Q. Kt. to Q. Kt. fifth
10. Q. B. takes Q.	10. Kt. takes Q.
11. K. Kt. takes Kt. P. (check)	11. K. to Q. second
12. K. P. takes Kt.	

Black resigns. (*b*)

Notes.

(*a*) Prettily played. If Black take the Bishop, it evidently costs him his Queen.

(*b*) This is merely a rattling skirmish, quite beneath the ordinary mark of either of these accomplished players.

Between the same Competitors.

White. (Mr. H.)	*Black.* Mr. S—s)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. B. third	4. P. to Q. third
5. P. to Q. fourth	5. P. takes P.
6. P. takes P.	6. B. to Q. Kt. third
7. P. to K. R. third	7. Q. to K. second
8. Q. Kt. to B. third	8. K. Kt. to B. third
9. Castles	9. Castles

White. (Mr. H.)	*Black.*) Mr. S—s.)
10. Q. B. to K. Kt. fifth	10. P. to K. R. third
11. Q. Kt. to Q. fifth	11. Q. to Q. square
12. Kt. takes Kt. (check)	12. P. takes Kt.
13. Q. B. takes R. P.	13. R. to K. square
14. Q. to Q. third	14. Q. Kt. to K. second
15. Kt. to K. fifth (*a*)	

Black resigns.

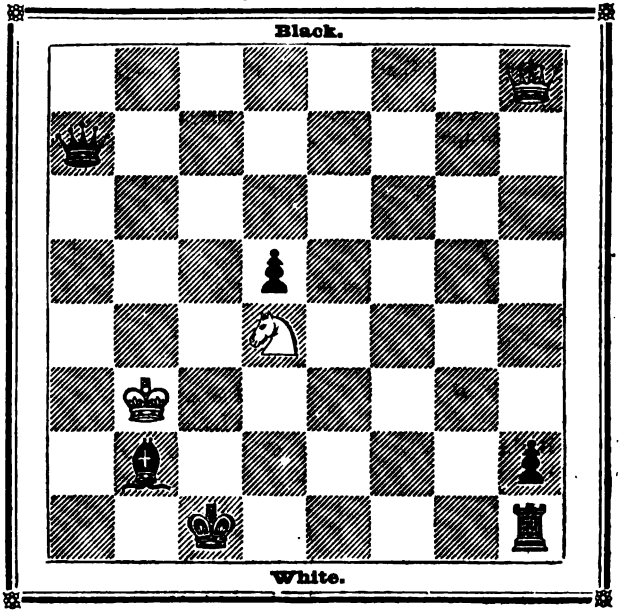
Note.

(*a*) This is very neat, and quite satisfactory, for play as Black can, it is not possible for him to avert the fatal consequences of the adverse Queen's check at K. Kt. third.

Subtleties for the Scientific.

No. 3.

By Herr Kling.



White gives Mate in twelve moves.

CHESS IN THE METROPOLIS

Between Messrs. AUDREY and C. KENNY.

White. (Mr. C. K.)	*Black.* (Mr. A.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.
5. P. to Q. B. third	5. B. to Q. R. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. P. to Q. fifth	9. Kt. to Q. R. fourth
10. B. to Q. third	10. B. to K. Kt. fifth
11. Q. B. to Kt. second	11. P. to K. B. third
12. Q. Kt. to Q. second	12. K. Kt. to R. third
13. Q. to Q. B. second	13. Castles
14. K. to R. square	14. Q. to K. square
15. K. Kt. to R. fourth	15. P. to K. Kt. fourth
16. K. Kt. to B. third (*a*)	16. Kt. to K. B. second
17. P. to K. fifth (*b*)	17. Kt. takes P.
18. B. takes R. P. (check)	18. K. to R. square
19. Kt. takes Kt.	19. K. B. P. takes Kt.
20. P. to K. B. third	20. B. to K. R. fourth
21. P. to K. Kt. fourth	21. Q. to K. second
22. B. to K. fourth	22. B. to K. square
23. K. to Kt. second	23. B. to Q. Kt. fourth
24. R. to K. R. square	24. Q. to B. third
25. Kt. to K. B. square	25. Kt. to Q. B. fifth
26. B. to Q. B. square	26. K. to Kt. square
27. Kt. to K. Kt. third	27. K. to B. second
28. Kt. to K. R. fifth	28. Q. to K. R. third (*c*)
29. P. to K. R. fourth	29. Kt. to K. sixth (check)
30. B. takes Kt.	30. B. takes B,
31. P. takes P.	31. Q. takes P.
32. Q. takes Q. B. P.	

Checks and wins, since Black must lose his Queen.

[*Notes.*

Notes

(*a*) Up to this point, White manages his attack with a good deal of skill and prudence, but we don't at all like the retreat of this Knight. We should certainly have left him to his fate, believing that more than an equivalent would be gained by pursuing the assault. For example, suppose,

15. P. to K. fifth	15. P. takes Kt. or (A)
16. B. takes K. R.P. (check)	16. K. to Kt. second (best)
17. P. takes P. (check)	17. R. takes P. (best)
18. Kt. to K. fourth	

and ought to win.

(A)

15. P. to K. fifth	15. P. to K. B. fourth
16. P. to K. sixth	16. P. takes Kt.
17. Q. to Q. B. third	

Black cannot save the game

(*b*) He might have won two Pawns by now taking the K. B. P.

(*c*) This is more directly fatal than Q. to K. second, though in any case Black's game is beyond all surgery.

Game just played in a short match of three games between Capt. KENNEDY and Mr. LOWE.

Black. (Capt. K.)	*White.* (Mr. L.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. Kt. to B. third	3. P. to K. third
4. P. to Q. fourth	4. P. takes P.
5. K. Kt. takes P.	5. K. B. to Q. B. fourth
6. Kt. takes Kt.	6. Q. Kt. P. takes Kt.
7. K. B. to Q. third	7. P. to Q. fourth
8. Castles	8. K. Kt. to K. second
9. Q. B. to K. Kt. fifth	9. P. to K. B. third
10. B. to K. R. fourth	10. P. to K. fourth
11. Q. checks	11. K. to B. square (*a*)
12. K. to R. square	12. K. B. to Q. third
13. P. to K. B. fourth	13. K. P. takes P.
14. P. takes Q. P.	14. P. takes P.
15. Kt. takes P.	15. Q. B. to K. third
16. Kt. takes Kt. (*b*)	16. Q. takes Kt.
17. K. R. to K. square	17. Q. to K. B. second

Black. (Capt. K.)	*White.* (Mr. L.)
18. Q. to K. B. third	18. R. to Q. Kt. square
19. P. to Q. Kt. third	19. P. to K. R. fourth (*c*)
20. B. to K. B. second	20. B. to K. fourth
21. Q. R. to Kt. square	31. P. to K. Kt. fourth
22. P. to Q. B. fourth	22. K. to Kt. second (*d*)
23. Q. to K. fourth(*e*)	23. Q. R. to Q. square
24. B. to Q. B. second	24. Q. R. to Q. seventh
25. K. to Kt. square	25. P. to K. R. fifth
26. Q. R. to Q. square	26. R. takes R.
27. R. takes R.	27. P. to K. R. sixth
28. B. to Q. fourth (*f*)	28. B. to Q. Kt. square
29. R. to K. square (*g*)	29. B. to Q. B. square
30. Q. to K. seventh	30. R. to his third
31. Q. to B. fifth (*h*)	31. Q. to K. B. square
32. Q. takes Kt. P. (check)	32. K. to R. square
33. R. to K. eighth	33. Q. takes R.
34. Q. takes R. (check)	34. K. to Kt. square
35. B. checks	

And wins.

Notes.

(*a*) If he had interposed the K. Kt. P., Black would have played Q. to K. B. third.

(*b*) Better to have taken the K. B. P. with the Bishop, *e. g.*

16. B. takes K. B. P.	16. P. takes B. (best)
17. Q. to K. R. sixth (check)	17. K. to K. square (best)
18. B. to Q. Kt. fifth (check)	

and wins.

(*c*) P. to K. Kt. fourth we should have liked better.

(*d*) White has pretty well escaped from his confinement now, and appears to have as good a game as his opponent.

(*e*) An excellent move.

(*f*) B. to Q. B. fifth, with the view of playing R. to Q. eighth next move, leads to some pretty skirmishing.

(*g*) From this point Black is in the ascendant.

(*h*) Q. to Q. eighth seems equally effective. If then White played R. back to R. square, Black could take K. B. P. checking, &c.

This spirited little affair was recently played between Mr. Smith, a very young and promising addition to the circle of metropolitan players, and another young Amateur.

White. (Mr. S.)	*Black.* (Mr. —.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.
5 P. to Q. B. third	5 B. to Q. R. fourth
6. P. to Q. fourth	6. P. takes P.
7. Castles	7. P. to Q. sixth (*a*)
8. P. to K. fifth	8. B. to Q. Kt. third
9. R. to K. square	9. Q. to K. second (*b*)
10. Q. Kt. to Q. second	10. Q. Kt. to Q. square (*c*)
11. Q. Kt. to K. fourth	11. P. to K. R. third (*d*)
12. Q. Kt. to Q. sixth (check)	12. K. to B. square
13. Q. B. to Q. R. third	13. Kt. to K. third
14. Q. to her R. fourth	14. P. to Q. B. fourth
15. Q. R. to Kt. square	15. Q. R. to Q. Kt. square (*e*)
16. R. takes B.	16. P. takes R.
17. Q. to Q. R. seventh	17. Q. to Q. square
18. Q. takes R.	18. K. Kt. to K. second
19. R. to K. third	19. P. to K. Kt. fourth
20. R. takes P.	20. K. to Kt. second
21. Kt. takes K. B. P.	21. K. takes Kt.
22. B. takes Kt. (check)	22. K. takes B.
23. Kt. takes Kt. P. (check)	23. P. takes Kt.
24. Q. to Q. sixth (check)	24. K. to B. second
25. Q. to K. B. sixth (check)	25. K. to Kt. square
26. Q. takes P. (check)	

And Black surrenders.

Notes.

(*a*) Black gets a bad game at this point, if he take the Pawn.

(*b*) This is not good, but it is difficult, in such a situation, to find a move that is.

(*c*) Better surely to have played this to Q. R. fourth and have taken off the offensive Bishop.

(*d*) It is very agreeable to play with an opponent so accommodating as the defending player in the present game. If White made the moves himself, they could not be more advantageous for the developing his attack.

(*e*) Complacently giving up a most valuable officer for nothing.

ANNUAL FESTIVAL OF THE YORKSHIRE CHESS ASSOCIATION.

"AMONGST the amusements which afford innocent relaxation from the daily round of necessary duties, that game which has acquired the appellation of 'Royal' assuredly stands pre-eminent; and it will not be saying too much to assert that the high antiquity of its origin, the moral tendency of its ancient symbolism, and the scientific character of its various combinations have rendered it a general favourite with the good and the great in all ages. It is almost superfluous to add, that all the general meetings of the association, at stated periods, while affording opportunities for observing different stages of chess play, and for the interchange of good offices amongst its votaries, are calculated to diffuse more widely a taste for the game, and impart a more extended knowledge of its rare and interesting qualities."—*Extract from a Circular of Invitation sent out by the Halifax Chess Club.*

THE eighth annual meeting and dinner of the Yorkshire Chess Association took place in the New Assembly Rooms, Harrison Road, Halifax, on Wednesday last. Though more than one unforeseen and unfortunate circumstance occurred to prevent the attendance of several respected members of the Association and some eminent chess players from distant parts of the country, there was a highly respectable assembly of the lovers of the "royal game" present.

Playing was commenced in the two card rooms shortly after ten o'clock in the morning, and kept up with great spirit till after six in the evening. During the whole of that time, from thirteen to fifteen boards, with their "merry men," were kept going, with the exception of a short interval about one o'clock, when the players partook of a luncheon in the supper-room. Much of the playing was of a highly interesting and scientific character, and the games in general were well contested. The playing of S. Newham, Esq., of Nottingham, and that of Robert Cadman, Esq., of Leeds, were much admired: these two gentleman had several games, Mr. Newham giving his opponent a pawn and one move, and, we understand, proving the winner in the majority of cases.

M. St. Amant, the celebrated French player, had been expected, but a letter was received from him a short time ago, stating, that owing to his filling an official situation at the Tuilleries, he was not able to attend, as he wished, the present meeting of the Association. Mr. Staunton, the champion of English chess players, was also prevented from being present. In a letter, dated Park-place, Fulham-road, London, Tuesday, May 16th, and addressed to Mr. F. A. Leyland, the honorary secretary, Mr. Staunton said:—

"I must confide to your hands the expression of my sincere regret to the members of the Yorkshire Chess Association at being unable to attend your meeting to-morrow. Up to this morning I had hopes of being enabled to leave town; but, superadded to other impediments, an obstacle has arisen in an attack of the all-prevalent influenza, which for some days I had been trying to overcome, but which has assumed a more determined severity at this moment than ever."

Henry Edwards, Esq., M.P. for the borough of Halifax, would have been the president of the day, as was first advertised; but, owing to the recent death of his much revered father, Henry Lees Edwards, Esq., of Pye Nest, the honourable member and a large party of other relatives were unavoidably absent.

George Stansfeld, Esq., of Burnley, was appointed chairman in the place of Mr. Edwards. The vice-chairs were ably occupied by Mr. Craven and Mr. Simpson.

Amongst the gentlemen present we observed—Mr. Newham, Nottingham; Mr. J. H. Holdsworth, Wakefield; Mr Norris, Halifax; Mr. T. T. Hansell, Hull; the Rev. R. Garvey, Wakefield; Mr. W. H. Rawson, Mill House; Mr. H. Harsche, Manchester; Mr. Kilner, Huddersfield, Mr. J. Gooch, Halifax; Mr. J. G. Norris, Halifax; Mr. W. L. Robinson, Wakefield; Mr. Duval, Manchester; Mr. G. H. Seymour, York; Mr. Brierley, Huddersfield; Mr. T. Tennant, Leeds; Mr. Carter, Mr. Peacock, Mr. James Holroyde, Mr. Kirby, Mr. F. A. Leyland, (hon. sec.) Mr. J. S. Highley, Mr. Parsons, Mr. Heape, Mr. Sugden, Mr. Coton, Mr. Hagley, Mr. J. D. Hutchinson, Mr. Noble, Mr. J. Sowerby, Mr. Foster, Mr. Benson, Mr. Smith, Mr. Allen, Mr. Hirst, Mr. Brierley, Mr. F. R. Sowerby, and Mr. Crowther, Halifax.

The dinner, an excellent repast, got up under the superintendence of a committee, was served in the large assembly room, which was tastefully decorated with floral festoons, bouquets, flags, and banners. In a raised niche on the right of the Chairman was a statue of Her Majesty Queen Victoria, and on the left, in a similar niche, a very beautiful statue of "St. Edward the Confessor,"—both appropriately placed as King and Queen, at the head of an assembly of the true lovers of a scientific game in which those august personages play very important parts. Amongst the flags were the colours of the Halifax Local Militia.

Taylor's quadrille band was stationed in the orchestra, and performed a series of appropriate compositions during the dinner, and at intervals in the course of the proceedings. The duties of chaplain were discharged by the Rev. R. Garvey.

After the cloth had been withdrawn,

The CHAIRMAN gave in succession—"Our most gracious and beloved Queen," (drunk with loud cheers, followed by Messrs. Foster, Benson, Jos. Whewall, J. Sowerby, and J. D. Hutchinson singing the National Anthem, the rest of the assembly joining in chorus); "The Queen Dowager, Prince Albert, and the rest of the Royal Family;" "The Army and Navy;" "The Archdeacon and Clergy;" "The Lord Lieutenant and the Magistrates of the West Riding."

Glee—E'en as the Sun.

The CHAIRMAN again rose and said that the next toast he had the honour to submit to the assembly was, "The Members of the Borough, who are also members of the Halifax Chess Club." (Applause.) One of those gentlemen would have been present, and would have much more efficiently filled the seat he (Mr. Stansfeld) had the honour to occupy, had it not been for the occurrence of a recent melancholy event with which they were all acquainted. It was an unfortunate circumstance both for the company and the Halifax Chess Club, that Mr. Henry Edwards was not able to be present at this festive meeting; for no doubt his influence would have aided to secure a larger assembly than they had: yet it was extremely gratifying that so many gentlemen had favoured

them with their company. (Applause.) He had great pleasure in mentioning the name of Mr. Henry Edwards, who, it was very fortunate, had attained the high and distinguished honour of becoming one of the members in parliament for the borough of Halifax; and although not present, it was the duty of the assembly, so far as they could, to express their condolence with him at the great loss he had sustained in the death of his father. It appeared that both the representatives for Halifax had become members of the Chess Club; and in his (the Chairman's) opinion they had exercised a wise discretion in becoming members of so excellent an institution. (Applause.) In conclusion, he begged to give—"The Members of the borough, who are also members of the Halifax Chess Club." (The toast was drunk with loud cheers.)

The next toast proposed by the CHAIRMAN was—"Success to the Yorkshire Chess Association." He said there were many institutions established among mankind; some for amusement, some for mechanical purposes, some for the promotion of science and the attainment of scientific objects, and for various other purposes; but there were none that were more scientific, that served more to develope the intellect, and to promote strength of mind than that for the cultivation of a knowledge of the game of chess. It contained almost all the moral virtues. Fortitude under difficulties; not to despond under adverse circumstances; to use economy with strong forces at our disposal; indeed every one of the virtues was brought into practice in chess-playing, which was one of the most scientific games ever invented. (Applause.) It required the exercise of great pains, care, and judgment, before we could have a competent knowledge of it. He did not speak for himself, because he was not an accomplished player; but to become one certainly required the exercise of great intellect, which the game tended much to promote. (Applause.) But we should not devote all our energies to it; but let it be practised with moderation and as a rational amusement, and it would prove, as doubtless it did to many whom he was addressing, a pleasing recreation. (Applause.) The Association contained many excellent players, some of whom had distinguished themselves among the most talented in England, which stood at the head of chess in the world. Mr. Staunton, whose absence they all very much regretted that day, was the champion, and he (the chairman) could not give better advice to the assembly, than to advise them to try to attain the skill of that eminent player. (Applause.) There was no toast which gave him more pleasure to propose than that of "Success to the Yorkshire Chess Association." (Cheers.)

Song—"The Rose of England"—Mr. Whewall.

The Rev. R. GARVEY said he had been called on unexpectedly to respond to the toast. He was aware he was occupying the place of a better man, and that the mournful event so feelingly alluded to by the chairman, in depriving them of the society of their estimable and eloquent friend, Mr. Cronhelm, had robbed them of a great treat. All would allow that that gentleman had made the poetry and classics of chess peculiarly his own, and when he remembered his elegant speech on that part of the subject, he felt that he dare not venture to trench upon Mr. Cronhelm's province. He could not hope to rival him; and, as a schoolmaster, defeat on that ground would be unpleasant. (Applause and laughter.) Neither should he touch upon the morals of chess: Dr. Franklin—a great name in literature—had written on that topic, and to

his works he would refer them, with this remark, that he did not think even he had said enough in praise of their noble game, which blended instruction with pastime, and, avoiding the pernicious consequences of gaming, afforded them that excitement which the amusements of rational beings required. Nor again should he say a word upon the science of the game. The leading writers on the subject had sufficiently shewn that chess might now be called with truth a science, and an interesting study from its similarity to the game of life. He would add one word to even the latest treatise. They knew that Pawn play was styled by Phillidor, "the soul of chess;" and he thought the finest specimen of this on record was played in the great political game in London, on the 10th of Apr l last, when the commons of England came forth in their might and their majesty, and shewed so determined a front in support of peace and order, that disloyalty and anarchy slunk snarling and yelping away. (Loud Applause.) With respect to the Yorkshire Chess Association, they did not consider themselves very great or very wise people. They professed to be

"Honest men, close buttoned to the chin,
Broad cloth without, and a warm heart within." (Ap.)

They met to cultivate an elegant amusement, and to spend a social hour in each other's company; and none could find fault with that. For himself, he was delighted to be present, and he should never think he either soiled his coat, or detracted from his usefulness, by acting as chaplain to the meetings. (Applause.) He hoped they would long continue to meet, and when he saw himself surrounded by what was a fair sample of the middle classes, men with thews and sinews, with warm hearts and sound heads—where, in the words of the poet,

"Every arm was freedom's shield,
And every heart was freedom's altar," (Applause.)

he could never despair of Old England, or fear either foreign aggression or domestic convulsion. (Applause.) They would meet next year as now, and for years to come; and he hoped their children would meet after them, and feel the same pride in the name of Englishman that he did; and that Yorkshire might long be celebrated for good patriotism and good chess playing. (Applause.) He thanked them for honouring the toast so cordially, and expressed a hope that they would next year meet in larger numbers, and that no anticipated riots would call those members away who belonged to the Yeomanry Cavalry, as had been the case on the present occasion. (The rev. gentleman resumed his seat amidst much applause.)

Mr. CRAVEN proposed the next toast. He expressed his regret that a larger number of gentlemen were not present, and said that they (the Halifax Chess Club) had had many checks in getting up the meeting, but they had not been check-mated, and their success had been greater than they had anticipated. (Applause.) After adverting to the change of the day of meeting from Monday to Wednesday, in consequence of an assembly of Freemasons (as we understood) on the former day; to the death of Mr. Edwards, and the consequent absence of Mr. H. Edwards, Mr. Cronhelm, and other friends; and to some other circumstances which had operated to render the assembly less numerous than it otherwise would have been;—Mr. Craven made a few pertinent remarks in favour of unity and fraternity among chess-players, and said that at the last

year's meeting at Hull, he gave his word, and his word was his bond, for the meeting being held at Halifax this year: and glad he was that all had gone off so well. He concluded by proposing—"Mr. Newham and our visiting friends." (Applause.)

Mr. NEWHAM responded. After expressing his high sense of the Yorkshire Chess Association, at all the annual meetings of which, except one, he had been present, he said that these chess meetings should not be "hid under a bushel," but they should be "proclaimed on the house tops," and sounded as with a trumpet through the land. Let the circulars be issued a month or more beforehand, and let the gentlemen of the Midland counties become acquainted with them, and there would be a much greater attendance at these meetings, for the success of which he was anxious. He always met these assemblies with pleasure, and he should go away with a fervent hope to meet the Yorkshire Chess Association next anniversary. They knew his devotion to the good old cause, and he hoped he should live for many years to return thanks. (Applause.) He had now to propose a toast, which had been entrusted to him, and which properly belonged to a visitor to propose, but which he regretted had not a better representative than himself. The Chairman had alluded, most feelingly, to the death of the late Mr. Edwards, and that lamented event being the cause of Mr Henry Edwards not being able to preside. When he (Mr. Newham) read the letter of invitation, which he believed was on the day after Mr. Edwards's death, he thought it was an unfortunate event as regarded the meeting of the Chess Association. He knew nothing of the arrangements of the Halifax gentlemen, and he thought the meeting might have to be put off. Hope, however, cheered the troubled soul, and Mr. Stansfeld had cheered the assembly by becoming chairman. (Applause.) He had to propose "the Halifax Chess Club," which he was glad to find had greatly increased in numbers, through the energy and perseverance of the gentlemen who managed its affairs. He did not know its exact numbers, but he believed they were from fifty to sixty, which was a large number for a place like Halifax. He hoped it would go on increasing, and he now called upon the assembly to join him in heartily drinking "Success and Prosperity to the Halifax Chess Club." (Loud Applause.)

Mr. SIMPSON returned thanks, paying a well-merited compliment to the chairman, and expressing his regret that so many of the members of the Halifax Chess Club were unavoidably absent. He added, that he hoped they would progress in talent as they were increasing in numbers, and that Halifax for the future would be as noted for its talented chessmen as it had been for many other good things in former days. (Applause.) He concluded by calling upon the company to fill a bumper, and pledge it to "The health of the chairman," who, at a short notice, and probably at some inconvenience to himself, had come from Burnley to preside at the meeting that day. (Cheers.)

The CHAIRMAN suitably acknowledged the compliment, and said that Halifax was his native place, and when he received the invitation to take the chair he replied that he should be very glad to come home. He concluded by giving—"Mr. Craven, the President of the Halifax Chess Club." (Applause.)

Mr. CRAVEN returned thanks, and in very fitting terms gave—"Mr. Staunton, M. St. Amant, Mr. G. Walker, and other absent friends." (Applause.)

Mr. NEWHAM returned thanks, especially on behalf of Mr. Staunton and Mr. Walker, both of whom he had the pleasure of knowing intimately. He regretted that one of the original members of the association, Mr. Rhodes, of Leeds, was not present, being detained by business in London. In conclusion, he begged to give—"Mr. Simpson, the vice-president of the Halifax Chess Club." (Applause.)

Song—"The Englishman."—Mr. Simpson.

Mr. SIMPSON returned thanks for the way in which his health had been drunk. He avowed his sincere attachment to the club, and to the science of chess; and promised that at all events if he had not very high talents, he would bring perseverance to the work, and do all he could to fulfil the duties of his office.

Mr. R. CARTER paid a high compliment to Mr. F. A. Leyland, to whom, he said, they were all much indebted. He proposed his health as "The honorary secretary of the Halifax Chess Club." (Applause.)

Mr. CRAVEN, in the absence of Mr. Leyland, returned thanks.

Song—"We may be happy yet."—Mr. Foster.

Mr. J. E. NORRIS pleasantly proposed "the Ladies." The toast was duly honoured by the assembly, and acknowledged by Mr. JAMES HOLROYDE.

The CHAIRMAN eulogized the stewards for the excellence of their arrangements, and proposed their health. (Applause.)

Mr. CARTER returned thanks.

The CHAIRMAN next gave—"The glee singers," coupling with the toast the name of Mr. Foster. (Applause.)

Song—"Though he hath beguiled me."—Mr. Foster.

Mr. CRAVEN gave—"The reporters," and adverted to the power of the press, and the important benefit which those gentlemen conferred upon the public. (Applause.)

Song—"My Boyhood's Home."—Mr. Whewall.

Mr. BROOK proposed the health of F. W. N. Norris, whose successful labours in the amalgamation of the New and Old Chess Clubs of Halifax he warmly praised. (Applause.)

Mr. NORRIS returned thanks.

Some discussion took place as to where the annual meeting of the Association should be held in 1849. Huddersfield was the next town in rotation, and none other being proposed, it was in the usual manner unanimously agreed, that the next aniversary meeting of the Association should be held at that town on the second Monday in May.

The chairman a little after ten o'clock, with several of the gentlemen assembled, retired to the coffee room and afterwards chess-playing was resumed and kept up for some time longer.

LIVERPOOL CHESS CLUB.

THE annual dinner of the Liverpool Chess Club took place on Wednesday evening, the 24th, at the Adelphi Hotel. Owing to the season of the year, there was but a slender attendance of the members.

In the absence of Mr. Mongredien, Mr. J. S. Spreckley took the chair, and Mr. Duguid occupied the vice-chair. After the cloth had been withdrawn, the CHAIRMAN drew the attention of the meeting to the commotion which was now going on, on the Continent of Europe, and ascribed the peaceful condition of this country to the love which Englishmen bore for their Queen, whose birth-day it happened to be. He concluded with proposing the health of Her Majesty the Queen. (Applause.)

The CHAIRMAN next gave the toast of the evening. After regretting the absence of the president of the club (Mr. Mongredien), and adverting to the proceedings of the Chess Club during the last twelve months, he said that they had furnished few striking events. Kings had been check-mated, a queen or two lost, castles had been burnt, and bishops deprived of their sees, and pawns had made a general rush in order to get "queened." All these events had taken place on the chess board of Europe! On the actual chess board the only contest of any consequence was that between the Clubs of Amsterdam and London, which had been carried on in the usual deliberate manner of correspondence. To that match the Liverpool Club offered their assistance to make up the stakes, but these had been fully subscribed in the metropolis. It would have afforded him (the chairman) great pleasure to have announced an increase of members since their last meeting; but the reverse was the case. This he attributed to the departure of members for other parts, and from this cause they must look for considerable fluctuations in the number of members of the club. A town like Liverpool, it was quite clear, did not grow smaller, and if, in the course of the twelvemonth, the club was culled of its best flowers, they must look to fresh comers for success. In conclusion, he proposed, "Prosperity to the Liverpool Chess Club."

Mr. SWALE proposed the health of "Mr. Mongredien," the worthy president of the Liverpool Chess Club, observing that they all regretted his absence, inasmuch as he combined skill and science in play with the *suaviter* in deportment. (Hear.)

The CHAIRMAN read a letter from Mr. Mongredien, regretting the occasion of his absence.

MR. SCHWABE briefly proposed the health of Mr. Perigal and the London Chess Club

The CHAIRMAN said, that the pleasure he had in proposing the health of Mr. Staunton was mingled with regret, on account of his absence from the present meeting. He had received a letter from Mr. Staunton expressive of the disappointment he felt at his inability to attend the dinner of the Liverpool Chess Club, owing to indisposition. (After reading the letter alluded to, the chairman proceeded.) If Mr. Staunton had been able to visit them on this occasion, an opportunity would have been afforded the members of witnessing his extraordinary powers of combination and analysis at chess, as it had been arranged that a match should be played between him and Mr. Mongredien, and another with himself, (the chairman), both at the odds of the Pawn and two moves, and each

to consist of seven decided games. Expecting these matches to come off, he had endeavoured to prepare himself for the contest by examining many of the published games wherein Mr. Staunton had given these odds to some of the finest players of the day, such as Mr. Harrwitz, Captain Kennedy, and others, and he had come to the conclusion that no player, ancient or modern, ever gave those odds better, if so well as Mr. Staunton. The games in question were certainly some of the finest that have ever been presented. Dibdin, in his "Bibliomania," called Chess a "head-distracting game," and well he might, if players were expected to attempt what Mr. Staunton had proved the possibility of doing, viz., seeing forward through all the multiplied variations of a series of moves, six deep, in the most complicated positions. Since their last annual festival, Mr. Staunton had given to the world his "Handbook of Chess," a work based on the larger volume of Bilguer and Der Laza, from which he had extracted all that was most valuable, superadding a large quantity of original matter, such as the variations in the Bishop's Gambit, and a most important one in the celebrated Scotch game, an opening that was thought to have been thoroughly analyzed: this reminded him that their President had still more recently invented quite a new defence to this opening, one not given, he believed, in any book extant, and which he had reason to think was sound, for he (the Chairman) had tried it successfully against one of the best players in Scotland. These circumstances must afford a sufficient answer to those who deemed the theory of Chess an exhausted subject, and one to which it is in vain to impart any novelty at the present day. To return, however, to the matter in hand, he should strongly urge every chess player present, who did not already possess the "Handbook," to procure it without delay, and would conclude by proposing the health of Mr. Staunton. (The toast was drank enthusiastically.)

Mr. BROWNE proposed the health of M. St. Amant and the Chess Club of Paris, expressing, at the same time, a hope that no more deadly conflict would ever take place between the two nations than those which took place upon the chess board.

Mr. SCHWABE proposed "Mr. Baines and the Liverpool Press," and availed himself of the opportunity to state that the *Liverpool Times* had most efficiently supported the interests of the Liverpool Chess Club, and that Mr. Baines had on all occasions evinced the greatest possible interest in the success of the society.

The VICE-PRESIDENT proposed the health of Mr. Spreckley, the Chairman.

The CHAIRMAN briefly returned thanks.

The VICE-CHAIRMAN proposed the health of Mr. Walker.

Mr. INMAN proposed the healths of the visitors who had honoured them with their company that evening.

A number of other toasts and sentiments followed, and the company, after having enjoyed a delightful evening, separated at a late hour.

CALVI'S ELEMENTARY LESSONS.

THE TWENTY-SIXTH LESSON CONCLUDED.

(*See page* 122.)

Fourth Game.

White.	*Black.*
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. K. B. to Q. B. fourth	Q. to K. R. fifth (check)
4. K. to B.	K. B. to Q. B. fourth

This game is from the Calabrois. Black's move is very bad. We shall see that in the King's Gambit, the best place that the K. B. can occupy is the K. Kt. second square.

5. P. to Q. fourth	K. B. to Q. Kt. third
6. K. Kt. to B. third	Q. to K. B. third

If Black, instead of playing the Q. to K. B. third, had played it to K. Kt. fifth, you should take the K. B. P. with K. B. checking. Black could play the Q. to K. R. third, or to K. second. (See the two Variations.)

7. P. to K. fifth	Q. to K. B. fourth
8. K. B. to Q. third	Q. to K. Kt. fifth
9. P. to K. R. third	Q. to K. Kt. sixth

Black would have played better had he moved his Q. to K. R. fourth.

10. Q. Kt. to B. third	K. B. takes Q. P.
11. Q. Kt. to K. fourth	Q. to K. Kt. third
12. Kt. to Q. sixth (check)	

You take his Queen on the next move.

Variation from Black's sixth move

White.	*Black.*
6. K. Kt. to B. third	Q. to K. R. third
7. P. to K. Kt. third	Q. to K. R. sixth, (check)
8. K. to B. second	P. takes P. (check)
9. P. takes P.	Q. to K. Kt. fifth
10. K. B. takes K. B. P. (check)	K. to B.
11. R. to his fourth	

In this position, he is forced to exchange his Queen for your Rook and King's Bishop.

Second Variation from Black's sixth move.

	Q. to K. second
7. Q. B. takes P.	Q. takes K. P.
8. K. B. takes K. B. P. (check)	K. to B.
9. Q. B. to K. Kt. third	K. Kt. to R. third
10. Q. Kt. to B. third	Q. to K. second
11. K. B. to Q. Kt. third	P. to Q. B. third
12. Q. to her third	P. to Q. fourth
13. Q. R. to K.	Q. to K. B. second
14. Q. B. to Q. sixth (check)	K. to Kt.
15. R. to K. seventh	Q. to K. B. third
16. Q. Kt. takes Q. P.	

In this position you ought to win the game in a few moves.

Fifth Game.

White.	*Black.*
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. K. B. to Q. B. fourth	Q. to K. R. fifth (check)
4. K. to B.	K. Kt. to B. third

K. Kt. to B. third on the part of Black is a bad move, which loses him the Gambit Pawn.

5. K. Kt. to B. third	Q. to R. fourth
6. P. to K. fifth	Kt. to his fifth

Cozio, instead of making you play P. to K. fifth, directs the move of Q. to K. second, but this attack does not lead to any advantageous results. This game and the next have been extracted from the work by Jaenisch, p. 167.

Black, instead of playing Kt. to his fifth, could push on the P. to Q. fourth, or play the attacked Kt. to K. fifth. In the first case you should withdraw the K. B. to Q. Kt. third. In the second case you should play as follows :—

K. to Kt.	P. to K. Kt. fourth
P. to Q. third	Kt. to Q. B. fourth
P. to K. R. fourth	P. to K. Kt. fifth
K. Kt. to his fifth	

You would have the better game.

7. P. to Q. fourth	P. to K. Kt. fourth
8. P. to K. R. fourth	K. B. to R. third
9. K. to Kt.	Q. to K. Kt. third
10. Kt. takes P.	B. takes Kt.
11. Q. takes Kt.	

In this position your game is preferable to that of Black's.

Sixth Game.

White.	*Black.*
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. K. B. to Q. B. fourth	Q. to K. R. fifth (check)
4. K. to K. B. square	Q. to K. B. third
5. Q. Kt. to B. third	P. to Q. B. third

Black, instead of playing on the Q. B. P., could play the K. Kt. to K. second. In this supposition you should play as follows :—

P. to Q. fourth	P. to Q. third
K. Kt. to B. third	P. to K. Kt. fourth
P. to K. R. fourth	P. to K. R. third
P. to K. fifth	Q. P. takes P.
P. takes P.	Q. to K. Kt. second
Q. Kt. to K. fourth	Kt. to Q. second

You will take Pawn with Pawn, exchange Rooks, and regain your Pawn.

6. Q. to K. B. third	P. to K. Kt. fourth
7. P. to K. R. fourth	P. to K. R. third
8. P. takes P.	P. takes P.
9. R. takes R.	Q. takes R.
10. P. to K. Kt. third	Q. to K. B. third
11. P. takes P.	P. takes P.
12. K. Kt. to K second	K. B. to R. third
13. P. to Q. fourth	

You will retake the Gambit Pawn, and have a good position.

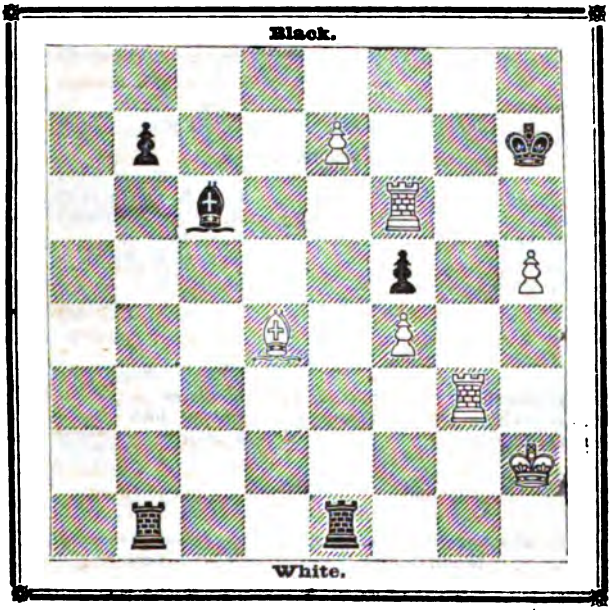
End of Twenty-sixth Lesson.

PROBLEM, No. 53.

White.	*Black.*
K. on K. R. square	K. on K. Kt. third
Rooks on Q. R. fifth and K. B. fifth	Rooks on K. R. and K. third sq.
Kt. on Q. B. fifth	Kt. on K. seventh
Pawns on Q. fourth, K. B. third, K. Kt. third, and K. R. fourth squares	Bp. on Q. Kt. third
	Pawns on K. R. second, K. R. third, K. B. fifth, and Q. B. second squares

White to Mate in three moves.

PROBLEM, No. 54.



White to Mate in four moves. CALVI.

KING'S BISHOP'S GAMBIT.

To the Editor of the Chess Player's Chronicle.

Sir,—Will you allow me to call your attention to a variation of Cozio's attack in the K.'s Bishop's Gambit, to commence at the sixth move, where the second player moves as in the Handbook (p. 330), 5. P. to Q. third? The following are the preceding moves:—

White.	*Black.*
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. B. to Q. B. fourth	3. Q. checks
4. K. to B. square	4. P. to K. Kt. fourth
5. Q. to K. B. third	5. P. to Q. third

While playing lately with some of the well-known metropolitan players, I found how, by moving, 6. Q. to Q. B. third, I obtained a very good opening. It seems to compel Black to play—6. P. to. K. B. third, whereupon the fo lowing moves occur—

7. Q. to Q. Kt. third	7. K. Kt. to R. third
8. B. to K. sixth	8. Q. Kt. to Q. second

This appears to be his best move; if he take B. or play K. to Q. square, he will clearly lose a Rook in two or three moves, and if he play—8. Kt. to Q. B. third, White can take B. with B., and then Q. Kt. P. with Q.

I think, therefore, at this stage, the eighth move, White has the better game, and that whether he take off the Kt. or advance P. to Q. fourth, his positionis more secure.

Yours, obediently,

C. S. L.

SOLUTIONS TO PROBLEMS.

No. 13, p. 63.

White.	*Black.*
1. Kt. to B. fifth	K. to K. fourth or (*a*)
2. R. checks	K. to Q. third (best)
3. R. to K. eighth	K. moves
4. R. to K. sixth	K. to Q. B. fourth
5. R. to Q. sixth	K. moves
6. Rook	

Mates.

(*a*)

	K. to Q. third
R. to K. fourth	K. moves
R. to K. sixth	K. to Q. fifth
K. to Q. B. sixth	K moves
Rook	

Mates.

No. 14, p. 64.

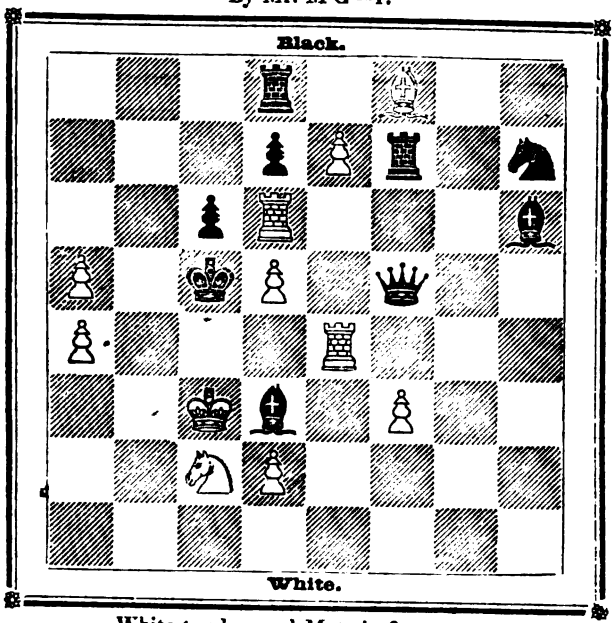
In this problem mate can be easily effected in two moves—viz.

White.	*Black.*
B. takes P.	K. takes Kt.
B. to Q. B. fourth	

Mate.

PROBLEM, No. 34.

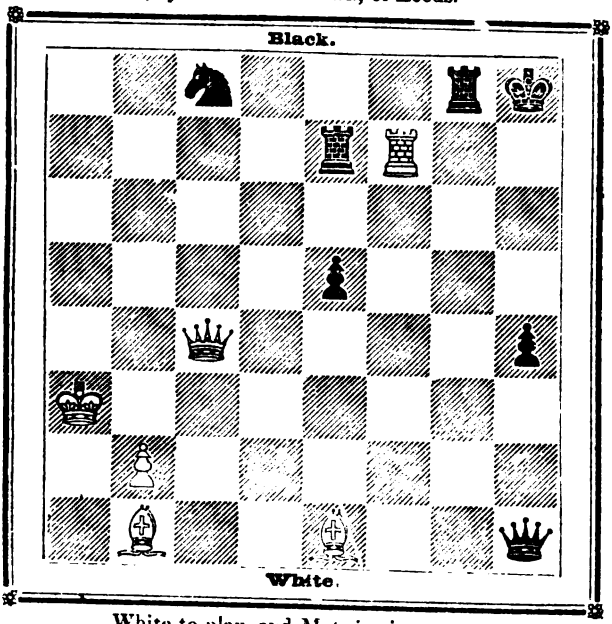
By Mr. M'G—y.



White to play, and Mate in five moves.

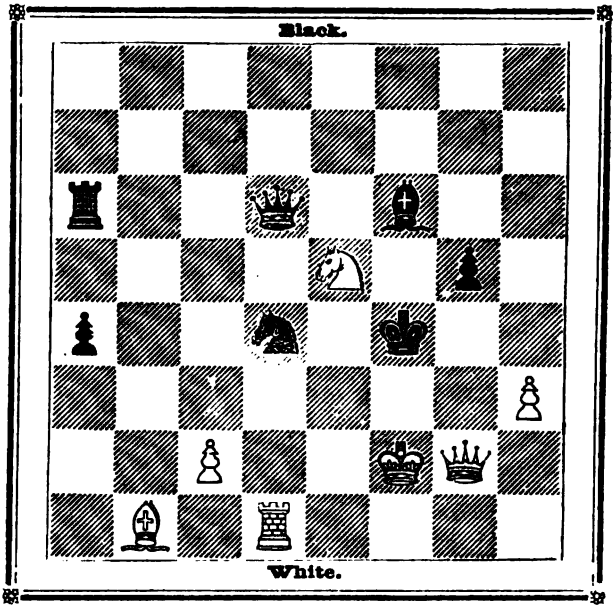
PROBLEM, No. 35.

By Mr. R. A. Brown, of Leeds.



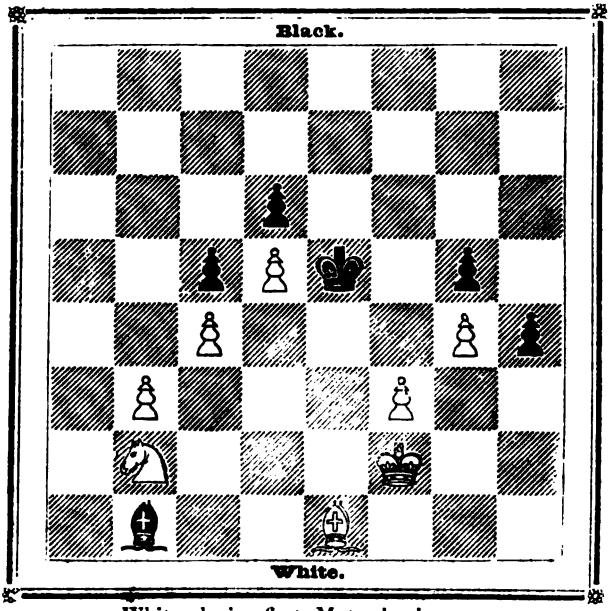
White to play, and Mate in six moves.

For the two following positions, composed expressly for the "Chess Player's Chronicle," we are indebted to the kindness of Mr. N. D. NATHAN, Hon. Sec. of the Berlin Chess Club.



White to play, and Mate in six moves.

PROBLEM, No. 37.



White playing first, Mates in six moves.

To the Editor of the Chess Player's Chronicle.

135, *High Street, Oxford.*
June 10, 1848.

SIR,—I have the honour to enclose you two games played in a Match by Correspondence between the Oxford "Hermes" Club, and that of Trinity College, Cambridge. I take this opportunity of giving you some information relative to the different Chess Clubs in Oxford. Some years ago, a Club used to hold its meetings at St. John's College, but all knowledge of its proceedings is now traditionary: a long time has elapsed since it was either dissolved, or ceased to be at all active. It has, however, the credit of being the first Club established in Oxford for the purpose of playing Chess, or, if not actually the first, it is the first known to public fame. There had, however, up to February, 1847, been only isolated movements in favour of Chess; no united effort had been made in Oxford. In February, 1847, the Hermes Club was established by a few members of the University of Oxford, whose wish was not to confine the advantages offered by the Club to any particular College, but to include all members of the University of Oxford alike. It did not at this time assume any name, but was at first essentially a private Club, the members meeting in one another's rooms. It was not till the end of November, 1847, that it took its present name, and two months later it took up its abode in public rooms. It now rents rooms permanently at No. 135, High Street, Oxford, meeting on Wednesdays and Saturdays in the week during Term-time. The Match with the Trinity Cambridge Club was commenced in October, 1847, the challenge having proceeded from Oxford. No restrictions were proposed by the challengers except one, and that arose from a wish to obtain generally interesting games. This condition, to which the Trinity Club readily acceded, was, that in both games both first and second players should move their K. P. to K. fourth square, for the first move. Directly after the formation of the Hermes Club, Clubs were founded by Magdalen and Worcester Colleges. Of these two Clubs the last-named is conducted with great spirit. It meets three times every week. In October, 1847, the cause of Chess had already so far progressed that two new Clubs sprang into existence. One was a Club founded in Wadham College; the other the Oxford Club, without any College or University restrictions. A game between two of the leading members of this Club, appeared in the December number of your Chronicle for 1847. Of the two Games which I enclose, the Drawn Game is remarkable for two things; first, that after fourteen moves on each side the game has resolved itself, with transpositions, into the position of a Game between Messrs Horwitz and Staunton, which game has been published not only in the *Chronicle*, but also in the *Handbook*. The second point for remark is, that a few moves later in the game, the Oxford Hermes Club loses an opportunity of winning the game. I must apologize for the length of this letter, which has exceeded the limits which were originally intended.

I have the honour to be, Sir, your obedient servant,

OXONIENSIS.

P.S. I ought to mention, in justice to the Trinity Cambridge Club, that two of their players, in a hasty visit to Oxford, contested two games with two of the best players of the Hermes Club, and won one and drew the other.

CHESS BY CORRESPONDENCE.

Game the First.

White. (Oxford Hermes Club.)	*Black.* (Trinity Cambridge Club.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to K. B. third	2. Q. Kt. to Q. B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. B. third	4. K. Kt. to K. B. third
5. P. to Q. fourth	5. P. takes P.
6. P. to K. fifth	6. P. to Q. fourth
7. K. B. to Q. Kt. fifth	7. K. Kt. to K. fifth
8. K. B. takes Q. Kt. (check)	8. P. takes K. B.
9. P. takes P.	9. K. B. to Q. Kt. third
10. Castles	10. Castles
11. Q. Kt. to Q. B. third	11. P. to K. B. third
12. P. to K. R. third	12. P. takes P.
13. K. Kt. takes P.	13. Q. B. to Q. R. third
14. Q. Kt. to K. second (*a*)	14. P. to Q. B. fourth (*b*)
15. P. takes P.	15. B. takes P.
16. B. to K. third	16. P. to Q. fifth
17. P. to K. B. third (*c*)	17. Q. to her fourth (*d*)
18. P. takes Kt.	18. R. takes R. (check)
19. Q. takes R.	19. Q. takes Kt.
20. B. to K. B. second	20. K. B. to Q. third (*e*)
21. B. to K. Kt. third	21. Q. takes P.
22. B. takes B.	22. B. takes Kt.
23. Q. to K. B. fourth	23. Q. takes Q.
24. B. takes Q.	24. P. to Q. sixth
25. B. to Q. second	25. K. to B. second
26. R. to Q. B. square	26. R. to Q. B. square
27. P. to Q. Kt. fourth	27. K. to his second
28. K. to B. second	28. K. to Q. second
29. P. to Q. R. third	29. R. to K. B. square (check)
30. K. to his third	30. B. to K. B. eighth
31. R. to Q. B. third	31. R. to K. square (check)
32. K. to B. second	32. R. to K. seventh (check)
33. K. takes B.	33. R. takes B.
34. P. to K. Kt. third	34. K. to Q. B. square
35. P. to K. R. fourth	

And the game drawn by mutual consent.

[*Notes.*

Notes.

(*a*) Kt. takes Kt. would have been better.

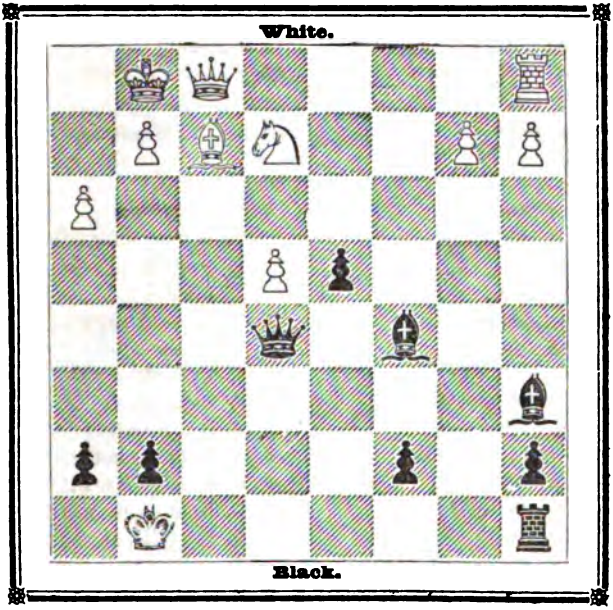
(*b*) Many beautiful combinations now spring from the second players taking the K. B's. P. with their Kt. As several of these are given in the notes to the game between Messrs. Staunton and Horwitz, from which the present opening is taken, and the advantage of the sacrifice is shewn to be in favour of Black, we should have liked to have seen the more spirited version adopted by the Hermes Club.

(*c*) Q. to her Kt.'s third, check, or K. Kt. to Q. B. sixth, appears to be of no avail.

(*d*) If they had taken the Q. Kt., and then played Kt. to K. Kt. sixth, White might have taken the Bishop first, and then checked with their Q. at Q. B.'s fourth.

(*e*) This was certainly most ill-advised, and the Oxford players subjoin the following variation, to shew they might here have won the game by taking the K. P. with their Queen.

POSITION OF THE MEN AT THE 20TH MOVE.



White.	*Black.*
	20. Q. takes K. P.
21. Kt. to K. Kt. third	21. Q. to her B. third
22. Q. to her square	22. B. to Q. Kt. second
23. Q. to K. B. square	23. R. to K. B. square
24. R. to Q. square	24. P. to Q. sixth

White.	*Black.*
25. R. to Q. second*	25. B. takes B. (check)
26. R. takes B.	26. R. takes R.
27. Q. takes R.	27. Q. takes K. Kt. P. (check)
28. Q. takes Q.	28. B. takes Q.

And wins by Queening.

* Kt. to K. R. square, would perhaps be better (Ed. C. P. C.)

From the restrained position of White's King, we believe it most likely the Oxford players are correct in asserting that they might have won by taking the K.'s Pawn at the twentieth move, but we cannot help thinking they overlooked a more obvious and certain road to victory, namely, 20. R. to K. B. square. In that case, White seems to have really only one resource, which is, 21. R. to Q. B. square. Let us examine this :—

White.	*Black.*
	20. R. to K. B. square
21. R. to Q. B. square	21. P. to Q. sixth
22. R. takes B.	22. Q. takes R.
23. B. takes Q.	23. R. takes Q. (check)
24. K. takes R.	24. P. to Q. seventh

And wins.

We have not room to give all the variations, nor are they needed—the game appears so evidently lost after 20. R. to K. B. square.

GAME THE SECOND.

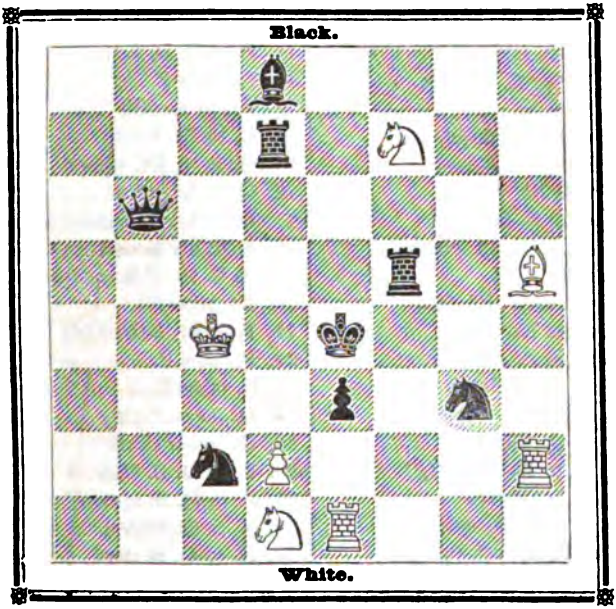
White. (OXFORD HERMES CLUB.)	*Black.* (TRINITY CAMBRIDGE CLUB.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to K. B. third	2. Q. Kt. to Q. B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. K. B. takes Kt. P.
5. P. to Q. B. third	5. K. B. to Q. R. fourth
6. Castles	6. K. Kt. to K. B. third
7. P. to Q. fourth	7. Castles
8. Q. B. to Q. R. third	8. P. to Q. third
9. P. takes P.	9. K. Kt. takes P.
10. Q. to B. second	10. K. Kt. to Q. B. fourth
11. Q. B. takes K. Kt.	11. P. takes B.
12. Q. Kt. to Q. second	12. Q. to K. second
13. K. R. to K. square	13. Kt. to Q. square
14. K. R. to K. third	14. Kt. to K. third

White. (Oxford Hermes Club.)	*Black.* (Trinity Cambridge Club.)
15. Q. Kt. to K. fourth	15. P. to Q. B. third
16. P. to Q. R. fourth	16. K. B. to Q. B. second
17. Q. R. to K. square	17. P. to K. R. third
18. K. B. to Q. R. second	18. Kt. to K. B. fifth
19. Q. Kt. to K. Kt. third	19. P. to K. Kt. third
20. Q. to K. fourth	20. Kt. to K. third
21. P. to K. R. fourth	21. K. to Kt. second
22. B. to Q. Kt. square	22. K. R. to his square
23. P. to K. R. fifth	23. Kt. to K. Kt. fourth
24. K. Kt. takes Kt.	24. Q. takes Kt.
25. P. takes P.	25. Q. takes P.
26. Q. to her B. fourth	26. P. to Q. Kt. fourth
27. P. takes P.	

Resigns.

PROBLEM, No. 38.

By Mr. Barnes.



White to play, and Mate in four moves.

CHESS IN GERMANY.

The two following highly interesting Games were lately played at Leipsic. The first between Count VITZHUM and Herr HIRSCHBACK.

Black. (COUNT V.)	*White.* (HERR H.)
1. P. to K. B. fourth (*a*)	1. P. to Q. B. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. P. to K. third	3. P. to Q. fourth
4. K. B. to Q. Kt. fifth	4. P. to Q. R. third
5. B. takes Kt. (check)	5. P. takes B.
6. Castles (*b*)	6. K. Kt. to B. third
7. P. to Q. B. third	7. P. to K. third.
8. Kt. to K. fifth	8. Q. to her Kt. third
9. P. to Q. fourth	9. K. B. to Q. third
10. Q. Kt. to Q. second	10. P. takes P.
11. Q. B. P. takes P.	11. P. to Q. B. fourth
12. Q. Kt. to K. B. third	12. P. takes P.
13. P. takes P.	13. Kt. to K. fifth
14. Q. to R. fourth (check)	14. Q. to Kt. fourth
15. Q. to her B. second	15. Q. B. to Kt. second
16. P. to Q. R. fourth	16. Q. to Kt. third
17. P. to Q. R. fifth	17. Q. to her B. second (*c*)
18. Q. to R. fourth (check)	18. K. to his second
19. B. to K. third	19. K. R. to Q. B. square
20. Q. Kt. to K. Kt. fifth	20. Kt. takes Kt.
21. P. takes Kt.	21. P. to K. B. third (*d*)
22. P. takes P. (check)	22. P. takes P.
23. K. R. takes P. (*e*)	23. B. takes Kt.
24. P. takes B.	24. Q. takes P. (*f*)
25. B. to Q. fourth	25. Q. to her third
26. Q. R. to K. square (*g*)	26. R. to Q. B. fifth
27. Q. to her square	27. B. to Q. B. square
28. Q. R. to K. B. square	28. K. to Q. second
29. R. to B. seventh (check)	29. K. to Q. B. third
30. P. to Q. Kt. third	

And wins.

[*Notes.*

Notes.

(*a*) This is a perfectly safe way of opening the game, and, if not carefully answered, a very advantageous one for the first player.

(*b*) P. to Q. B. fourth, as played in the match by correspondence between Mr. Staunton and the Bristol Club is much better, we think, at this point.

(*c*) An error which enables Black to check again, and force the King to move.

(*d*) He should rather have taken off the Kt., and retreated his King to B. square.

(*e*) This is enterprising. If white take, he loses his Queen, but he gains for her two Rooks and a Kt., *e. g.* —

23.	K. takes R.
24. R. to K. B. square (check)	K. to Kt. second
25. R. to B. seventh (check)	Q. takes R.
26. Kt. takes Q.	B. to Q. B. third, &c.

(*f*) After this, White's game is hopeless.

(*g*) A poor move. Why not at once to K. B. square? If then White replied with K. R. to K. B. square, the following moves are probable :—

26. Q. R. to K. B. square	K. R. to K. B. square
27. B. to K. fifth	Q. takes B. (best)
28. Q. to her Kt. fourth (check)	Q to her third (best)
29. Q. takes B. (check)	Q. to her second
30. R. to B. seventh (check)	R. takes R.
31. R. takes R. (check)	

and wins.

Between Herren B—— and O. W—— of Leipsic.

Black. (Herr B.)	*White.* (Herr W.)
1. P. to K. fourth	1. P. to K. fourth
2. K. B. to Q. B. fourth	2. K. Kt. to B. third
3. P. to Q. third	3. K. B. to Q. B. fourth
4. K. Kt. to B. third	4. P. to Q. third
5. P. to K. R. third	5. P. to K. R. third
6. P. to Q. R. fourth	6. P. to Q. R. fourth
7. P. to Q. B. third	7. Q. Kt. to Q. second
8. Q. Kt. to Q. second	8. Q. Kt. to his third
9. B. to Q. Kt. third	9. Q. B. to Q. second
10. Q. Kt. to Q. B. fourth	10. Kt. takes Kt.
11. B. takes Kt.	11. Castles

Black. (Herr B.)	*White.* (Herr W.)
12. Castles	12. Q. to her B. square
13. B. to Q. Kt. third (*a*)	13. B. takes Q. R. P. (*b*)
14. P. takes B.	14. Q takes P.
15. Kt. to K. R. second	15. Q. to K. Kt. sixth (check)
16. K. to R. square	16. B. takes K. B. P.
17. Q. to K. second	17. B. to Q. Kt. third
18. Q. B. takes K. R. P.	18. Q. to K. Kt. third (*c*)
19. Q. B. takes K. Kt. P. (*d*)	19. Kt. to K. R. fourth
20. Q. B. takes K. P.	20. P. takes B.
21. Q. to K. Kt. fourth	21. Q. takes Q.
22. Kt. takes Q.	22. Kt. checks
23. K. to Kt. second	23. Kt. takes R.
24. R. takes Kt. (*e*)	

White ultimately lost the game, but with proper care it should be drawn.

Notes.

(*a*) This is sheer lost time, and appears to be made only for the purpose of enabling White to carry out his obvious intention of sacrificing the Queen's Bishop.

(*b*) A little premature.

(*c*) It would never do to take the Bishop, on account of the position of the White Queen.

(*d*) Very well played all this.

(*e*) Black has lost the exchange, but is secure of winning at least a Pawn; and, from the position, could draw the game without much difficulty afterwards.

CHESS IN THE METROPOLIS.

Games from an interesting MS collection preserved by the late Mr. C. FORTH, the greater part of which have never been published. The Hon. Secretary of the London Chess Club gives the Pawn and two moves to Mr. C. Forth.

(*Remove White's K. B. P. from the board*).

Black (Mr. C. F.)	*White* (Hon. Sec.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. Q. Kt. to B. third
3. P. to Q. fifth	3. Kt. to K. fourth
4. P. to K. B. fourth	4. Kt. to K. B. second
5. K. Kt. to B. third	5. P. to K. Kt. third
6. K. B. to Q. third	6. K. B. to Kt. second

Black. (Mr. C. F.)	*White.* (Hon. Sec.)
7. Castles	7. P. to Q. third
8. B. to Q. Kt. fifth (check)	8. B. to Q. second
9. B. takes B. (check)	9. Q. takes B.
10. Q. to her third	10. P. to K. fourth
11. K. B. P. takes P.	11. Kt. takes P.
12. Kt. takes Kt.	12. B. takes Kt.
13. Q. Kt. to B. third	13. Castles
14. Q. B. to K. third	14. K. to Q. Kt. square
15. Kt. to his fifth	15. P. to Q. R. third
16. Kt. to Q. fourth (*a*)	16. P. to K. R. fourth
17. K. R. to B. third	17. Q. to K. Kt. second
18. Kt. to Q. B. sixth (check) (*b*)	18. K. to B. square (*c*)
19. Kt. takes R.	19. K. takes Kt.
20. Q. R. to K. B. square	20. P. to K. R. fifth
21. R. to K. B. eighth (check)	21. K. to his second
22. R. to Q. B. eighth	22. Kt. to K. B. third
23. R. takes P. (check)	23. Kt. to Q. second
24. Q. to Q. Kt. third	24. P. to K. Kt. fourth
25. R. takes Kt. (check) (*d*)	25. K. takes R.
26. Q. takes P. (check)	26. K. to his square
27. Q. to B. eighth (check)	27. K. to his second
28. Q. to K. sixth (check)	

And wins.

Notes.

(*a*) Mr. Forth's play throughout this game is a brilliant indication of his genius for Chess. Every move tells, and his usually skilful opponent is literally crushed under the weight of the odds, and the power with which the advantage is wielded.

(*b*) Beautifully played.

(*c*) Had he taken the Kt., Black would have mated him in three moves.

(*d*) All this is in the best style.

Between the same Players. Same odds.

(*Remove White's K. B. P. from the board.*)

Black. (Mr. C. F.)	*White.* (Hon. Sec.)
1. P. to K. fourth	
2. P. to Q. fourth	2. P. to Q. B. fourth (*a*)
3. Q. to K. R. fifth (check)	3. P. to K. Kt. third

Black. (Mr. C. F.)	*White.* (Hon. Sec.)
4. Q. takes Q. B. P.	4. Q. Kt. to B. third
5. Q. to her B. fourth	5. P. to K. third
6. K. Kt. to B. third	6. P. to Q. fourth
7. P. takes P.	7. P. takes P.
8. Q. to her third	8. B. to K. B. fourth
9. Q. to K. second (check)	9. K. Kt. to K. second
10. P. to Q. B. third	10. P. to Q. R. fourth
11. K. Kt. to K. fifth	11. K. B. to Kt. second
12. P. to K. B. fourth	12. Castles
13. Q. Kt. to Q. second	13. Q. to Kt. third
14. Q. Kt. to K. B. third	14. Q. R. to K. square
15. Q. to K. B. second	15. Q. to Q. B. second
16. K. B. to Q. Kt. fifth	16. K. Kt. to Q. B. square
17. B. takes Kt.	17. P. takes B.
18. Castles	18. B. to K. fifth
19. Q. to K. Kt. third	19. Kt. to Q. third
20. Q. Kt. to K. Kt. fifth	20. P. to K. R. third (*b*)
21. Kt. takes B.	21. Kt. takes Kt.
22. Q. takes Kt. P.	22. Q. to her square
23. Kt. to K. Kt. fourth	23. Q. to K. R. fifth
24. P. to K. B. fifth (*c*)	24. Kt. to his fourth
25. Kt. takes K. R. P. (check)	25. Q. takes Kt.
26. B. takes Kt.	26. Q. takes Q.
27. P. takes Q.	27. P. to Q. B. fourth
28. R. takes R. (check)	28. B. takes R. (*d*)
29. P. to K. R. fourth	29. P. takes Q. P.
30. P. takes P.	30. R. to K. fifth
31. R. to Q. square	31. B. to K. Kt. second
32. P. to K. R. fifth	32. B. takes Q. P. (check)
33. R. takes B.	33. R. takes R.
34. P. to K. R. sixth (*e*)	34. R. to Q. eighth (check)
35. K. to B. second	35. R. to K. R. eighth
36. P. to K. Kt. fourth	36. R. to R. seventh (check)
37. K. to Kt. third	37. R. takes Q. Kt. P.
38. P. to R. seventh (check)	38. K. to Kt. second
39. B. to K. B. sixth (check)	

And White surrenders. (*f*)

Notes.

(*a*) This may be ventured when the Pawn and one move only are given, but is giving up too much at the present odds.

(*b*) The advantage to be gained by thus giving up the K. Kt. P. is not all apparent now or in the after play.

(c) Black plays the termination of this game capitally.

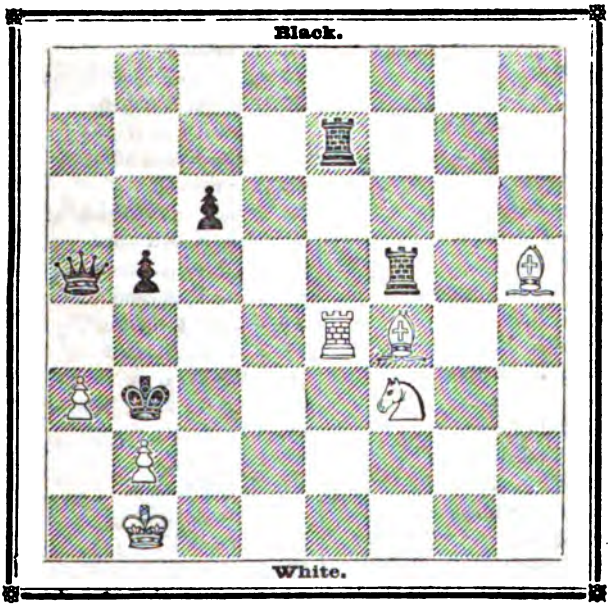
(d) If with the Rook, he obviously loses a Pawn through B. to K. seventh.

(e) The young player will do well to observe the judgment displayed in the march of this terrible pioneer.

(f) It is impossible to peruse these games, so remarkable for the vigour and ingenuity, which Mr. Forth exhibits, without a feeling of deep regret, that so promising a player should be lost to us before his uncommon powers were half developed. With the advantage of practice among the highest class of players—an advantage from which he was almost entirely shut out—we are much mistaken if he would not, in a few years, have taken his place beside the very first practitioners of the day. From the diary of his play in London, during his short stay in 1843, we find he played in all with Mr. Perigal thirteen games, of which, though totally unused to the odds, he lost but two, winning eight, and drawing three. Had they continued to play, there can be no doubt it would have been upon even terms, as it is quite clear that his opponent, with all his acknowledged tact and experience, had no chance of success against him at odds.

PROBLEM, No. 89.

By Mr. M'G—y.



White to play, and Mate in four moves.

CONSULTATION GAME.

The following lively game was lately played by Mr. STAUNTON and Mr. ANGAS, against CAPTAIN KENNEDY, and Mr. C. KENNY, in consultation.

White. (Messrs. S. and A.)	*Black.* (Messrs. K. and K.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. P. to Q. fourth	3. P. takes P.
4. Kt. takes P.	4. Kt. takes Kt.
5. Q. takes Kt.	5. Kt. to K. second
6. K. B. to Q. B. fourth	6. Kt. to Q. B. third
7. Q. to K. third	7. B. checks
8. B. to Q. second	8. Castles
9. Q. Kt. to B. third	9. P. to Q. third
10. Kt. to K. second	10. B. takes B. (check)
11. Q. takes B.	11. B. to K. third
12. B. to Q. Kt. third	12. Q. to K. B. third
13. P. to Q. B. third	13. Q. to K. Kt. third
14. Kt. to K. Kt. third	14. B. takes B.
15. P. takes B.	15. Q. R. to K. square (*a*)
16. Castles on K.'s side	16. P. to K. R. fourth
17. Q. to K. B. fourth (*b*)	17. P. to Q. R. third
18. Q. to K. R. fourth	18. Q. to K. Kt. fifth (*c*)
19. Q. takes Q.	19. P. takes Q.
20. P. to K. B. fourth	20. P. takes P. (in passing)
21. P. takes P. (*d*)	21. P. to K. Kt. third
22. K. to R. square	22. Q. R. to K. second
23. K. R. to K. Kt. square	23. K. to R. second
24. P. to K. B. fourth	24. Kt. to Q. square
25. Q. R. to K. B. square (*e*)	25. P. to K. B. third
26. Q. R. to K. B. third	26. Kt. to K. B second (*f*)
27. P. to K. R. fourth	27. K. R. to K. Kt. square
28. P. to Q. B. fourth	28. P. to K. Kt. fourth
29. K. B. P. takes P.	29. P. takes P.
30. Kt. to K. R. fifth	30. K. to Kt. third
31. Kt. to B. fourth (check)	31. K. to R. third (*g*)
32. Kt. to Q. fifth	32. R. takes K. P. (*h*)
33. R. takes Kt.	33. R. takes R. P. (check)
34. K. to Kt. second	34. R. to Kt. fifth (check)
35. K. to B. second	35. R. takes R.

White (Messrs S. and A.)	*Black* (Messrs. K. and K.)
36. K. takes R.	36. P. to Q. B. third
37. Kt. to K. seventh	37. R. to K. square
38. K. to B. second	38. K. to R. fourth
39. K. to Kt. third	39. P. to K. Kt. fifth
40. K. to B. fourth (*i*)	40. K. to R. third
41. K. takes P.	41. P. to Q. Kt. fourth
42. K. to B. fifth	42. P. takes P.
43. P. takes P.	43. R. to Q. Kt. square
44. K. to B. sixth	44. K. to R fourth (*k*)
45. R to K. Kt. seventh	45. P. to Q. fourth
46. Kt. takes Q. B. P.	46. R. takes Q. Kt. P.
47. P. takes Q. P.	

Black surrendered.

Notes.

(*a*) The defect in Black's opening is their being unable to play their K. B. P. to K. B.'s. fourth.

(*b*) The only move to prevent unpleasant consequences from the march of Black's K. R. P.

(*c*) The best play.

(*d*) Much better than taking with the K. Rook.

(*e*) P. to K. B. fifth, would perhaps have been stronger.

(*f*) This was indispensible, as White threatened immediate Mate by Kt. to K. B.'s fifth.

(*g*) K. to R.'s second would have been better.

(*h*) They have no better move.

(*i*) Threatening Mate.

(*k*) If they had taken the Q. Kt. P., White would have won directly by Kt. to K. B. fifth (check), and then R. to K. Kt. seventh, promising Mate at K. Kt.'s fifth.

The following game was recently played between Mr. C. Kenny, and Mr. Silas Angas, of Newcastle.

White. (Mr. C. K.)	*Black.* (Mr. S. A.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.
5. P. to Q. B. third	5. B. to R. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.

White. (Mr. C. K.)	*Black.* (Mr. S. A.)
8. P. takes P.	8. B. to Q. Kt. third
9. P. to Q. fifth	9. Kt. to K. fourth (*a*)
10. Kt. takes Kt.	10. P. takes Kt.
11. B. to Q. Kt. second	11. Q. to K. second
12. K. to R. square	12. B. to Q. B. fourth
13. P. to K. B. fourth	13. B. to Q. third
14. P. takes K. P.	14. B. takes P.
15. P. to Q. sixth	15. Q. takes P.
16. Q. takes Q. (*b*)	16. P. takes Q.
17. B. takes B.	17. P. takes B.
18. R. takes K. B. P.	18. P. to K. Kt. third
19. Q. Kt. to B. third	19. Kt. to K. R. third
20. R. to Q. B. seventh	20. R. to K. B. square
21. Kt. to Q. fifth (*c*)	21. B. to Q. second
22. R. takes Kt. P.	22. R. to Q. B. square
23. B. to Q. R. sixth (*d*)	23. R. to Q. B. seventh
24. P. to K. R. third	24. K. R. to B. seventh
25. B. to K. B. square	25. P. to Q. R. fourth
26. P. to Q. R. fourth	26. Kt. to B. second (*e*)
27. R. to Kt. eighth (check)	27. B interposes (*f*)
28. Kt. to Kt. sixth	28. Kt. to Q. third
29. Q. R. to Q. square	29. R. to K. B. third (*g*)
30. B. to Kt. fifth (check)	30. Kt. takes B.
31. Kt. takes B.	31. Kt. to Q. fifth
32. Q. R. to Q. Kt. square	32. K. R. to B. seventh
33. Q. R. to Q. Kt. seventh (*h*)	

And Black resigns, as he cannot avoid the dangerous double check and Mate.

Notes.

(*a*) This facilitates White's attack. The Kt. should retire to his King's second.

(*b*) The Queen is so all important an agent in the Evans' Gambit, that it is seldom advisable for the opening player to exchange her early in the game. In the present case, we believe, White would have done better by playing as follows:—

White.	*Black.*
16. B. takes K. B. P. (check)	16. K. to his second

(If Black play the King to any other square, he clearly loses a piece.)

17. B. to Q. R. third	17. P. to Q. B. fourth
18. Q. to her B. second	18. P. to Q. Kt. third
19. Kt. to Q. B. third	

And he has a winning game, play as Black may.

(*c*) R. takes K. R. P. is much better. If Black then reply with Kt. to Kt. fifth, White checks with his B. and wins; or, if Black answer with Kt. to B. second, by moving his Kt. to Q. Kt. fifth, White must have an irresistible position.

(*d*) We should have preferred playing B. to Q. Kt. third. The move in the text enables Black to become the assailant.

(*e*) It was important to bring the Kt. into play.

(*f*) By interposing his Kt., Black would have preserved the advantage he has latterly gained in position, while the move actually made, appears to lose him the game.

(*g*) K to his second, would surely have been better.

(*h*) This *coup de repos* is a very good move, and renders all further resistance unavailing, since nothing Black can do will avert the fatal consequences now threatened.

Game in a Match between Mr. Lowe and a distinguished member of the London Chess Club.

White. (Mr. Lowe.)	*Black.* (Mr. W. Pulling.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. B. third	4. P. to Q. third
5. P. to Q. fourth	5. P. takes P.
6. P. takes P.	6. B. to Q. Kt. third
7. P. to K. R. third	7. K. Kt. to B. third
8. Q. Kt. to B. third	8. P. to K. R. third
9. Q. B. to K. third	9. Castles
10. Castles	10. Q. Kt. to K. second
11. Q. to Q. B. second	11. P. to Q. fourth
12. P. takes P.	12. Q. Kt. takes P.
13. Q. R. to Q. square	13. P. to Q. B. third
14. K. Kt. to K. R. fourth	14. Q. B. to K. third
15. K. Kt. to K. B. fifth (*a*)	15. Kt. takes Q. Kt.
16. Kt. takes R. P. (check)	16. P. takes Kt.
17. Q. takes Kt.	17. B. takes B.
18. B. takes K. R. P.	18. K. to R. second (*b*)
19. Q. takes B.	19. K. takes B.
20. Q. to Q. B. square (check)	20. K. to R. second
21. Q. to Q. B. second (check)	21. K. to Kt. second
22. Q. R. to Q. third	22. K. B. to Q. B. second

White. (Mr. Lowe.)	*Black.* (Mr. W. Pulling.)
23. P. to K. B. fourth	23. K. R. to K. Kt. square
24. Q. R. to K. Kt. third (check)	24. K. to B. square
25. Q. R. to Q. third	25. Q. to Q. fourth
26. Q. to K. B. second	26. Q. R. to K. square
27. P. to K. Kt. fourth	27. Q. R. to K. fifth
28. P. to K. Kt. fifth	28. Q. R. takes K. B. P.

White resigns.

Notes.

(*a*) Badly calculated.

(*b*) This was required to avert the evils arising from White's getting a check at his K. Kt. third.

Game in a Match now pending between Mr. Lowe and Mr. C. Kenny, the former giving Pawn and move.

(*Remove White's K. B. P. from the board.*)

Black. (Mr. C. K.)	*White.* (Mr. Lowe.)
1. P. to K. fourth	1. Q. Kt. to B. third
2. P. to Q. fourth	2. P. to K. fourth
3. P. to Q. fifth	3. Q. Kt. to K. second
4. Q. B. to K. Kt fifth	4. P. to Q. third
5. Q. Kt. to B. third	5. K. Kt. to B. third (*a*)
6. B. takes Kt.	6. P. takes B.
7. Q. to K. R. fifth (check)	7. Kt. to Kt. third
8. P. to K. B. fourth	8. P. takes P.
9. K. Kt. to K. second	9. K. to K. second
10. K. Kt. to Q. fourth	10. K. B. to Kt. second
11. K. B. to K. second	11. K. to B. second
12. K. B. to Kt. fourth	12. Q. to K. second
13. B. to K. sixth (check)	13. B. takes B.
14. K. Kt. takes B. (*b*)	14. P. to Q. R. third
15. Q. Kt. to K. second	15. K. to Kt. square
16. Q. Kt. to Q. fourth	16. K. B. to B. square
17. Castles on Q. side	17. P. to Q. Kt. fourth
18. Q. to K. Kt. fourth	18. K. to B. second
19. K. Kt. takes Q. B. P. (*c*)	19. Q. R. to R. second

Black. (Mr. C. K.)	*White.* (Mr. Lowe.)
20. Q. to K. sixth (check)	20. Q. takes Q.
21. K. Kt. takes Q. (*d*)	21. B. to K. second
22. K. R. to K. B. square	22. K. R. to Q. B. square
23. K. Kt. takes P.	23. Kt. to K. fourth
24. P. to Q. Kt. third	24. Q. R. to Q. B. second
25. Q. R. to Q. second	25. K. to Kt. square
26. K. Kt. to Q. third	26. P. to Q. R. fourth
27. Kt. takes Kt.	27. B. P. takes Kt.
28. Kt. to K. sixth	28. R. to Q. B. sixth
29. K. R. to B. third	29. P. to Q. Kt. fifth
30. R. takes R.	30. R. takes R.
31. R. to Q. third (*e*)	31. R. to Q. B. square
32. R. to K. Kt. third (check)	32. K. to R. square
33. R. to K. Kt. seventh	33. R. to K. square
34. K. to Q. second	34. P. to K. R. third
35. K. to Q. third	35. B. to K. Kt. fourth
36. R. to Q. R. seventh	36. R. to Q. B. square
37. R. to Q. B. seventh (*f*)	37. R. to K. Kt. square
38. R. to Q. seventh	38. B. to B. eighth
39. P. to K. Kt. third	39. R. to Q. B. square
40. R. to Q. eighth (check)	40. R. takes R.
41. Kt. takes R.	41. B. to Q. Kt. seventh
42. Kt. to Q. Kt seventh	

And White resigns.

Notes.

(*a*) Inferior to Q. to her second

(*b*) By taking with the Pawn (check) instead, he might have won the game in a few moves.

(*c*) Very neat. If White take the Kt., mate follows in two moves.

(*d*) Again Black missed his way in not taking with his Queen's Pawn.

(*e*) Black's system of challenging exchanges is a safe game, if not the most chivalrous.

(*f*) Kt. takes B. and then R. takes Q. R. P., would have been better play.

The three following Games are taken from the unpublished collection of Games between Messrs. Harrwitz and S—s.

White. (Mr. H.)	*Black.* (Mr. S—s.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. Kt. to B. third	3. P. to K. Kt. fourth
4. K. B. to Q. B. fourth	4. K. B. to Kt. second
5. P. to Q. fourth	5. P. to Q. third
6. Castles	6. P. to K. R. third
7. P. to K. Kt. third	7. P. to K. Kt. fifth
8. K. Kt. to K. R. fourth	8. P. to K. B. sixth
9. P. to Q. B. third	9. B. to K. B. third
10. Q. to Q. Kt. third	10. Q. to K. second
11. K. Kt. to Kt. sixth	11. P. takes Kt.
12. B. takes Kt.	12. Q. Kt. to Q. second
13. K. B. to K. sixth	13. Q. Kt. to Q. Kt. third
14. K. B. takes B.	14. R. takes B.
15. Kt. to R. third	15. Q. to K. B. second
16. Q. to Q. Kt. fifth (check)	16. P. to Q. B. third
17. Q. to Q. third	17. K. to B. square
18. Q. B. to K. B. fourth	18. Q. R. to Q. square
19. Q. R. to K. square	19. P. to K. Kt. fourth
20. Q. B. to K. third	20. K. to Kt. second
21. P. to Q. Kt. third	21. K. R. to K. square
22. Kt. to Q. B. second	22. Q. Kt. to Q. second
23. Q. B. to his square	23. Q. to K. Kt. third
24. Kt. to K. third (*a*)	24. K. to R. second
25. Kt. takes Kt. P.	25. P. to Q. fourth
26. Q. takes K. B. P.	26. R. to B. square
27. Q. to Kt. second	27. P. to K. R. fourth
28. Kt. to K. B. second	28. P. takes K P.
29. Kt. takes P.	29. B. to K. second
30. Q. to Q. B. second	30. R. takes R. (check)
31. R. takes R.	31. K. to Kt. second
32. Q. to K. Kt. second	32. R. to K. square
33. Kt. to Q. second	33. K. B. to Q. third
34. Kt. to K. B third	34. K. B. to K. second
35. Q. to Q. second	35. P. to K. Kt. fifth
36. Kt. to K. square	36. P. to K. R. fifth

White. (Mr. H.)	*Black.* (Mr. S—s.)
37. P. takes P.	37. B. takes P.
38. Kt. to K. Kt. second	38. B. to K. second
39. Kt. to K. B. fourth	39. B. to K. Kt. fourth
40. Kt. to K. R. fifth (check)	40. K. to R. third
41. Q. takes B. (check)	41. Q. takes Q.
42. B. takes Q.	42. K. takes B.
43. Kt. to K. Kt. third	43. Kt. to K. B. third
44. R. to K. B. fifth (check)	44. K. to Kt. third
45. K. to B. second	45. R. to K. third
46. R. to Q. R. fifth	46. P. to Q. R. third
47. P. to Q. B. fourth	47. R. to K. square
48. R. to K. B. fifth	48. P. to Q. Kt. third
49. K. to Kt. second	49. R. to K. sixth
50. R. to K. B. second	50. R. to Q. sixth
51. Kt. to K. second	51. K. to Kt. fourth
52. Kt. to K. B. fourth (*b*)	52. R. to K. sixth
53. P. to Q. fifth	53. P. takes P.
54. P. takes P.	54. R. to K. fifth
55. Kt. to K. sixth (check)	55. K. to Kt. third
56 Kt. to Q. B. seventh	56. R. to Q. fifth
57. Kt. to K. sixth (*c*)	57. R. to Q. eighth
58. R. to K. B. fourth	58. R. takes P.
59. R. to K. B. second	59. R. to K. fourth
60. Kt. to K. B. fourth (check)	60. K. to Kt. second
61. Kt. to Q. third	61. R. to K. sixth
62. Kt. to Q. Kt. fourth	62. P. to Q. R. fourth
63. R. takes Kt.	63. R. to K. seventh (check)
64. R. to B. second	64. R. takes R. (check)
65. K. takes R.	65. P. takes Kt.
66. K. to Kt. third	

Black resigns.

Notes.

(*a*) All this portion of the game is well conducted.

(*b*) The activity of this Cavalier is unceasing. We never remember to have seen so much labour imposed upon a poor Knight before.

(*c*) White's manœuvres to preserve his Pawn are highly ingenious, and well deserve the consideration of young players.

Between the same Players.

White. (Mr. H.)	*Black.* (Mr. S.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Castles	4. K. Kt. to B. third
5. P. to Q. Kt. fourth	5. B. takes Kt. P.
6. P. to Q. B. third	6. B. to Q. R. fourth
7. P. to Q. fourth	7. Castles
8. B. to Q. R. third	8. R. to K. square
9. K. Kt. to Kt. fifth	9. P. to Q. fourth
10. P. takes P.	10. K. Kt. takes P.
11. Q. to K. R. fifth	11. P. to K. R. third
12. Q. takes P. (check)	12. K. to R. square
13. B. takes Kt.	

Black resigns.

Between the same Players.

White. (Mr. H.)	*Black.* (Mr. S.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. Kt. fifth	3. P. to Q. third
4. P. to Q. B. third	4. K. Kt. to B. third
5. P. to Q. third	5. K. B. to K. second
6. Castles	6. Castles
7. K. Kt. to K. square	7. Q. Kt. to Kt.'s square
8. P. to K. B. fourth	8. P. to Q. B. third
9. B. to Q. R. fourth	9 Q. to Q. Kt. third (check)
10. K. to R. square	10. K. Kt. to Kt.'s fifth
11. Q. to K. second	11. K. Kt. to B. third
12. P. to K. B. fifth	12. P. to Q. fourth
13. P. to K. Kt. fourth	13. Q. to Q. R. third (a)
14. K. B. to Q. B. second	14. Kt. takes K. P.

(*White.* Mr. H.)	*Black.* (Mr. S.)
15. P. to Q. B. fourth	15. Kt. to Q. B. fourth
16. Q. takes K. P.	16. K. B. to B. third
17. Q. to K. Kt. third	17. R. to K. square
18. P. to K. Kt. fifth	18. B. to K. fourth
19. Q. to K. Kt. square	19. K. Kt. to Q. second
20. P. to K. B. sixth	20. P. to K. Kt. third
21. Q. B. P. takes P.	21. P. takes P.
22. Q. to Kt. second	22. Q. to Q. third
23. K. B. to Q. Kt. third	23. K. Kt. to Q. Kt. third
24. K. Kt. to B. third	24. P. to Q. fifth
25. Q. Kt. to Q. second	25. Q. Kt. to B. third
26. Q. Kt. to K. fourth	26. Q. to K. B. square
27. Kt. takes B.	27. Kt. takes Kt.
28. Q. B. to K. B. fourth	28. Q. B. to K. B. fourth (*b*)
29. B. takes Kt.	29. R. takes B.
30. Q. R. to Q. B. square	30. Q. to Q. square
31. Q. to K. B. third	31. B. takes Kt.
32. P. takes B.	32. R. to Q. B. square
33. Q. to K. B. fourth	33. Q. to K. square
34. R. takes R.	34. Kt. takes R.
35. R. to Q. B. square	35. Kt. to Q. third
36. B. to Q. fifth	36. P. to Q. sixth
37. R. to Q. B. seventh	37. R. takes B.
38. P. takes R. (*c*)	38. Q. to K. eighth (check)
39. K. to Kt. second	39. Q. to K. seventh (check)
40. Q. to B. second	40. Q. to K. Kt. fifth (check)
41. K. to B. square	41. Q. to Q. eighth (check) (*d*)
42. Q. to K. square	42. Q. to K. B. sixth (check)
43. K. to Kt. square	43. Q. to K. Kt. fifth (check)
44. K. to B. square	44. Q. to K. B. fifth (check)
45. Q. to B. second	45. Q. takes K. Kt. P.
46. K. to K. square	46. P. to K. R.'s fourth
47. Q. to Q. fourth	47. Q. to K. B. fourth
48. R. to K. seventh	48. Kt. to Q. Kt. fourth
49. Q. to K. fifth	49. Q. to K. Kt. fifth
50. Q. to Kt. eighth (check)	50. K. to R. second
51. R. takes P. (check)	51. K. to R. third
52. Q. to K. fifth	52. Q. to Q. Kt. fifth (check)
53. K. to Q. square	53. Q. to Q. B. fifth
54. Q. to K. third (check)	54. P. to Kt. fourth
55. R. to Kt. seventh	55. Q. to Q. B. seventh (check)
56. K. to K. square	56. Q. to Kt. eighth (check)
57. K. to K. B. second	57. Q. takes Q. Kt. P. (check)

White. (Mr. H.)	*Black.* (Mr. S.)
58. K. to Kt. third	58. Q. takes K. B. P.
59. R. to K. seventh	59. P. to R. fifth (check) (*e*)
60. K. to Kt. fourth	60. Q. to Q. fifth (check)
61. Q. takes Q.	61. Kt. takes Q.
62. R. takes Q. Kt. P.	62. P. to Q. seventh
63. R. to Q. Kt. square	63. Kt. to Q. B. seventh
64. P. to Q. sixth	

And Black resigns.

Notes.

(*a*) Very ingeniously played

(*b*) It is evident that he dared not take the Q.'s Pawn, because of White's playing his Q. B. to Q. sixth.

(*c*) If he had moved the R. to K. seventh, Black could have left his Q. and played P. to Q. seventh.

(*d*) But why not Kt. to K. fifth, Mr. S—s? It is not easy to see in that case how White could possibly save the game.

(*e*) Kt. to Q.'s fifth, if we mistake not, would have won the game, and we commend the many beautiful variations which spring from it to the student's attention.

RETURN OF MR. HARRWITZ.

After an absence of many months, Mr. Harrwitz has returned, with the determination, we hope, of making England his permanent abiding place in future. His doing so, we apprehend, will depend in a great measure upon the degree of encouragement he meets with; it therefore especially behoves the numerous amateurs, who are in the habit of benefiting in practice with him, by his great talent and ingenuity, to consider that it is their advantage to make his stay so profitable and pleasant, as to give him no excuse for leaving us again. The following two games are among the first of those played by him since his re-appearance:—

Mr. Harrwitz gives the Pawn and move to Mr. G. Medley.

(*Remove White's K. B. P. from the Board.*)

Black. (Mr. M.)	*White.* (Mr. H.)
1. P. to K. fourth	1. Q. Kt. to B. third
2. P. to Q. fourth	2. P. to K. fourth
3. P. to Q. fifth	3. Q. Kt. to K. second
4. Q. B. to K. Kt. fifth	4. P. to Q. third
5. K. B. to Q. third	5. P. to K. R. fourth
6. K. Kt. to B. third	6. K. Kt. to B. third
7. K. Kt. to R. fourth	7. P. to Q. B. third
8. Q. Kt. to B. third	8. Q. to Q. Kt. third
9. Castles	9. Q. B. to K. Kt. fifth

(*Black.* Mr. M.)	*White.* (Mr. H.)
10. Q. to Q. second	10. Castles
11. P. to K. R. third	11. B. to Q. second
12. P. to Q. R. fourth	12. P. to Q. B. fourth
13. P. to Q. R. fifth (*a*)	13. Q. to Q. B. second
14. Kt. to Q. R. second (*b*)	14. P. to Q. B. fifth
15. K. R. to Q. B. square	15. K. to Q. Kt. square
16. P. to Q. Kt. third (*c*)	16. B. takes K. R. P.
17. P. takes Q. B. P.	17. B. to Q. B. square
18. K. R. to Q. Kt. square	18. K. to R. square
19. Kt. to Q. Kt. fourth	19. P. to Q. R. third
20. Q. B. to K. third	20. Q. to Q. second
21. B. to Q. Kt. sixth	21. R. to K. square
22. Q. to K. second	22. Q. to K. Kt. fifth
23. P. to K. B. third (*d*)	23. Q. takes Kt.
24. P. to Q. B. fifth	24. Kt. to K. Kt. fifth
25. P. takes P. (*e*)	25. Kt. to K. Kt. third
26. P. to Q. seventh	26. Q. to K. R. seventh (check)
27. K. to B. square	27. Q. to R. eighth (check)
28. B. to K. Kt. square	28. Kt. to K. R. seventh (check)
29. K. to K. square	29. B. takes Kt. (check)
30. R. takes B.	30. Q. takes B. (check)
31. K. to Q. second	31. Q. takes R.
32. P. takes R.	32. R. takes P.
33. B. takes Q. R. P.	33. P. takes B.
34. Q. to Q. B. fourth	34. Q. takes Q. R. P. (*f*)
35. Q. to Q. B. sixth (check)	35. K. to Q. R. second
36. P. to Q. B. third	36. Kt. to K. B. fifth
37. Q. takes R.	37. Q. to R. seventh (check)
38. K. to Q. square	38. Q. to K. seventh (check)
39. K. to B. square	39. Kt. to Q. sixth (check)

And wins.

Notes.

(*a*) P. to Q. Kt. fourth (for the purpose of making an opening on the adverse King,) might have been safely tried.

(*b*) This seems done to induce the advance of White's Q. B. P.

(*c*) Black plays very ingeniously here. If his adversary venture to take either the Bishop or the Pawn, it is evident he must lose a piece in return, because his Q. has no escape, when Black retakes, but to interpose the B. or Kt.

(*d*) The proper style; with such an attack, Black can spare a Kt.

(*e*) This was a grave fault, by which, instead of winning the game offhand, Black contrived to lose it. His proper move, and one which left White almost without resource, was—25. P. to Q. B. sixth. The error is the more to be regretted, since, up to this period, the attack is sustained with uncommon animation and ability.

(*f*) This is quite sound, and much better in style than changing off the Queens.

Mr. HARRWITZ gives Mr. MEDLEY the Pawn and two moves.

(*Remove White's K. B. P. from the Board.*)

Black. (Mr. M.)	*White.* (Mr. H.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. P. to K. third
3. K. B. to Q. third	3. P. to Q. B. fourth
4. P. to K. fifth	4. P. to K. Kt. third
5. P. to K. R. fourth	5. P. takes Q. P.
6. P. to K. B. fourth	6. K. Kt. to K. second
7. P. to K. R. fifth	7. K. B. to Kt. second
8. Q. to K. Kt. fourth (*a*)	8. K. to B. second
9. K. Kt. to B. third	9. Q. Kt. to B. third
10. Kt. to Kt. fifth (check)	10. K. to Kt. square
11. P. takes P.	11. K. Kt. takes P.
12. Kt. takes K. R. P.	12. Q. Kt. takes K. P.
13. P. takes Kt.	13. Kt. takes P.
14. Q. to K. Kt. third	14. Kt. takes B. (check)
15. Q. takes Kt.	15. P. to Q. fourth
16. Q. B. to K. Kt. fifth	16. Q. to K. square
17. B. to K. B. sixth	17. Q. to K. B. second
18. B. takes B.	18. Q. takes B.
19. R. to K. R. third (*b*)	19. K. to K. B. second
20. Q. Kt. to Q. second	20. P. to K. fourth
21. R. to K. B. third (check)	21. K. to K. second
22. Kt. to K. B. sixth	22. R. to R. eighth (check)
23. Q. Kt. to K. B. square	23. Q. takes K. Kt. P.
24. Castles	24. Q. to K. Kt. fourth (check)
25. K. to Q. Kt. square	25. P. to K. fifth
26. Kt. takes K. P.	26. P. takes Kt.
27. Q. takes P. (check)	27. K. to Q. second
28. Q. takes P. (check)	28. K. to Q. B. third

Black Mates in three moves.

Notes.

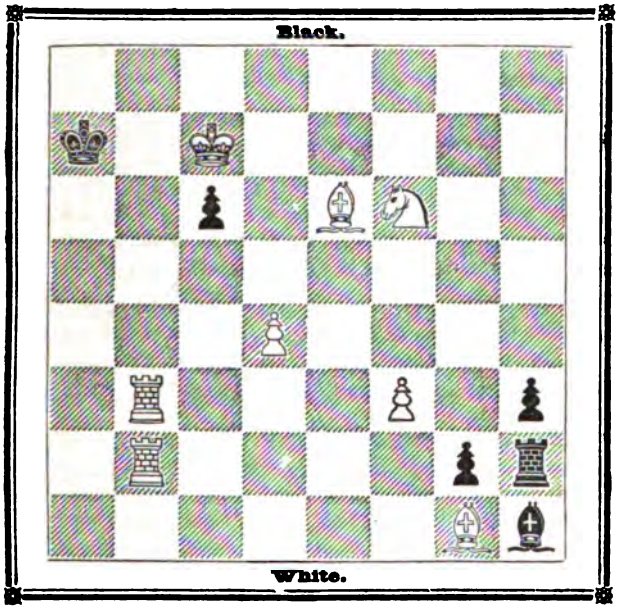
(*a*) The attack is capitally pursued. White has neither peace nor chance from the beginning to the end.

(*b*) Nothing can be better than the play of Black all through.

Subtleties for the Scientific.

No. 4.

This curious stratagem is the invention of a Native Chess Player in India, named Koonya Baharra, by whom it has been politely sent to us for publication.



In this position White can give checkmate on the move, but proposes to give the *coup de grace* with the Pawn which occupies his Q.'s fourth square, and to effect it in 19 moves.

CALVI'S ELEMENTARY LESSONS.

(*Continued from page* 157.)

TWENTY SEVENTH LESSON.

DEFENCE OF THE KING'S BISHOP'S GAMBIT.

In the three preceding lessons we have shewn the attacks which the first player can pursue if the second player does not make the correct moves in reply. In this we intend pointing out the best defence which ought to be made to preserve the superiority of position.

(Continuation of the Ninth Opening.)

Seventh Game.

Black.	*White.*
1. P. to K. fourth	P. to K. fourth

This and the next game have been given by Labourdonnais, in the first volume of Palamede, page 247.

2. P. to K. B. fourth	P. takes P.
3. K. B. to Q. B. fourth	Q. to K. R. fifth (check)
4. K. to B.	P. to K. Kt. fourth

King's Knight Pawn second square is the correct move. We have seen that other moves lead to bad results.

M. Kieseritzkij is of opinion that you could, instead of this move, play P. to Q. Kt. fourth; for, if Black take the Pawn with his Bishop, he would lose a move, whilst you bring your Q. B. to Kt. second. Trusting that the author of this move will shortly favour us with the result of his observations we abstain from analysing it.

5. K. Kt. to B. third	Q. to R. fourth

Instead of playing K. Kt. to B. third, he could play:
First, P. to Q. B. third. (See the tenth game.)
Second, Bring out the Q. Kt. to B. third. (See the eleventh game.)
Third, Play the Queen to K. B. third (See the twelfth game.)

6. P. to K. R. fourth	K. B. to K. Kt. second

Black, instead of playing P. to K. R. fourth, could play P. to Q. fourth. (See eighth game.)

7. P. to Q. fourth	P. to Q. third

Black could also play Q. Kt. to B. third, or K. R. to his second. (See the following Variations.)

8. Q. Kt. to B. third	P. to K. R. third

If Black instead of playing Q. Kt. to B. third, had played K. to Kt. square, you should bring your Q. B. to K. Kt. fifth. (See ninth game.)

9. Q. Kt. to Q. fifth	K. to Q.

King to Queen is the best move you can play in this position.

10. K. B. to K. second	Q. to Kt. third
11. P. to K. fifth	P. to Q. B. third
12. K. B. to Q. third	Q. B. to K. B. fourth
13. P. to K. R. fifth	Q. to K. third
14. Q. Kt. to B. third	P. to Q. fourth

This opening, says Labourdonnais, has been well played on both sides. White has still preserved his Pawn and a good position.

First Variation from Black's seventh move.

Black.	*White.*
7. Q. Kt. to B. third	P. to K. R. third
8. P. to Q. fourth	P. to Q. third
9. P. to K. fifth	Q. P. takes P.
10. Q. Kt. to Q. fifth	K. to Q.
11. Q. P. takes P.	Q. B to Q. second
12. K. to Kt.	Q. to K. Kt. third
13. R. P. takes P.	R. P. takes P.
14. R. takes R.	B. takes R.
15. Q. to K.	K. B. to Kt. second

In this position your game is to be preferred; if you do not play K. B. to Kt. second, you would lose a pawn; for we will suppose that instead of playing K. B. to Kt. second, you bring out the Q. Kt. to B. third, Black would take the doubled Pawn with Q. B., you retake with Kt. P., and Black, by giving check with Queen at K. Rook's fourth, would retake your K. B., and would have a good position.

Second Variation from the same position.—Black's seventh move.

This variation is given by Lewis in his treatise.

Black.	*White.*
7. K. R. to his second	P. to K. Kt. fifth

This move has been pointed out by Ponziani, p. 132.

8. K. Kt. to his fifth	K. Kt. to R. third
9. P. to Q. fourth	P. to Q. fourth
10. K. B. takes P.	P. to K. Kt. sixth

Black, instead of taking Pawn with B. could withdraw B. to K. second. In that case you should take K. P. with Q. P., and afterwards play the Q. Kt. to B. third.

11. Q. takes Q.	P. takes R.

If Black, instead of taking Queen, had taken B. P. with B. you should play as follows :—

K. B. takes P. (check)	Q. takes B.
Kt. takes Q.	Q. B. to K. Kt. fifth
Q. to K.	P. takes R.
K. to B. second	K. B. takes P. check
12. Kt. takes B. P.	Doubled Pawn Queens (check)
13. K. to his second	Q. takes K. Kt. P. (check)
14. K. to Q. third	Q. to K. Kt. third

It is evident you have a good game.

Eighth Game.

The first five moves as in the preceding game.

Black.	*White.*
6. P. to Q. fourth	P. to Q. third
7. P. to Q. B. third	Q. B. to K. Kt. fifth
8. K. to B. second	K. Kt. to B. third
9. Q. to K. second	Q. Kt. to Q. second
10. P. to K. R. fourth	Q. B. takes Kt.
11. Q. takes B.	P. to K. Kt. fifth

Philidor, instead of the move P. to K. Kt. fifth, directs you to take Queen with Queen, so that Black by retaking with King, brings this piece in the middle of the board and wins the game. But Labourdonnais thinks that the two advanced Pawns ought to be sacrificed.

12. Q. takes K. B. P.	P. to K. Kt. sixth (check)
13. K. takes P.	R. to K. Kt. square (check)

If Black, instead of taking Pawn with King, had played K. to his square, you, by castling on the Queen's side, would have a good game.

You could also, instead of checking with Rook, play the B. to R. third. If Black take it, he would be either mated, or lose his Queen.

14. K. to R. third	R. R. to Kt. fifth

You have an excellent game.

Ninth Game.

The first seven moves as in the seventh game.

In Jaenisch's Work, we find, at page 180, that if the second player push on the Q. P. one square at the seventh move, he loses the game by force. We do not agree with him in his opinion, and give this game to shew that this move may be deemed a good one, as several writers have so considered it :—

8. K. to Kt.	Q. B. to K. Kt. fifth
9. Q. Kt. to B. third	Q. B. takes Kt.
10. P. takes B.	Q. Kt. to B. third

M. Jaenisch, instead of playing Q. Kt. to B. third, directs the move of K. Kt. to K. second, which entails the loss of the Gambit Pawn, and leads to a bad game.

11. K. B. to Q. Kt. fifth	Castles
12. K. B. takes Kt.	P. takes B.
13. K. R. P. takes P.	Q. takes P. (check)

Black, instead of taking this Pawn, could play the Queen to her third. (See Variation.)

14. K. to B.	Kt. to K. second
15. K. R. to Kt.	Q. to K. B. third
16. Kt. to K. second	B. to R. third
17. K. R. to Kt. fourth	K. R. to Kt.
18. Q. to her third	R. takes R.
19. P. takes R.	P. to K. B. sixth
20. Kt. to B. third	B. takes B.
21. R. takes B.	Q. to K. B. fifth
22. R. to K. square	Q. takes K. Kt. P.
23. K. to B. second	Q. to R. fifth (check)
24. K. to B.	Q. to K. Kt. sixth
25. Q. to her second	R. to K. Kt. square
26. Q. to K. B. second	Q. to K. R. sixth (check)

And mates the next move.

Variation from Black's thirteenth move.

Black.	*White.*
13. Q. to her third	K. Kt. to K. second
14. Q. B. to Q. second	P. to K. Kt. fifth
15. B. takes doubled P.	P. takes P.

If, instead of taking this Pawn, Black take K. Kt. Pawn, the result would be to your advantage, viz :—

B. P. takes P.	*Q. takes P. (check)*
K. to B. second	*Q. to Kt. sixth (check)*
Q. takes Q.	*P. takes P. (check)*
K. to Kt. second	*P. takes Q.*
K. takes P.	

In this situation you have evidently a better game.

16. K. to B. second	P. to K. B. fourth
17. Q. R. to Q.	P. takes P.

If Black, instead of playing the Rook, had taken Pawn with Pawn, you should retake with Knight.

18. Kt. takes P.	K. R. to B.

If Black had taken Pawn with Queen, your play should be Q. to K. B. second.

19. B. to K. Kt. third	Q. R. to K.
20. Kt. to K. Kt. fifth	Kt. to Q. fourth
21. K. R. to K.	R. to K. seventh (check)

You ought to win.

CHESS INTELLIGENCE.

MATCH OF CHESS BY CORRESPONDENCE, BETWEEN THE LONDON AND AMSTERDAM CHESS CLUBS.

The moves already made in this contest, up to the time of our going to press, are as follows:—

White. (Amsterdam.)	*Black.* (London.)
1. P. to Q. fourth	1. P. to K. third
2. P. to Q. B. fourth	2. P. to K. B. fourth
3. Q. Kt. to B. third	3. K. Kt. to B. third
4. P. to K. third	4. P. to Q. third
5. K. Kt. to R. third	5. K. B. to K. second
6. P. to K. B. third	6. P. to Q. B. third
7. K. Kt. to R. second	7. P. to Q. fourth
8. P. to Q. R. third	8. Castles
9. K. B. to K. second	9. K. B. to Q. third

Amsterdam to play.

SOLUTIONS TO PROBLEMS.

No. 15, p. 64.

White.	*Black.*
1. Kt. to Q. seventh	K. to R. third
2. Kt. to K. fifth	P. one
3. Kt. to K. B. seventh	

Mate.

No. 16, p. 65.

White.	*Black.*
1. B. to K. Kt. eighth (check)	K. to K fourth
2. Kt. to K. B. third (check)	K. takes Kt.
3. B. to K. R. seventh	K. to Q. sixth
4. B. takes Kt.	

Mate.

No. 17, p. 73.

White.	*Black.*
1. Kt. to K. fifth	K. to Q. third
2. B. takes B.	K. takes Kt.
3. B. takes P.	

Mate.

No. 18, p. 77.

White.	*Black.*
1. R. to K. B. seventh	B. checks (best)
2. K. to B. sixth	B. to B. third
3. B. takes Kt. (check)	K. to B. fourth
4. R. to B. fourth (check)	K. to Kt fourth
5. B. checks	K. takes R.
6. R. takes B. (check)	K. to K. fourth
7. R. to B. eighth	Any move
8. B. to Kt. third	

Mate.

No. 19, p. 79.

In this problem the Kings are wrongly placed—the White King should be on the square occupied by the Black King, and vice versa.

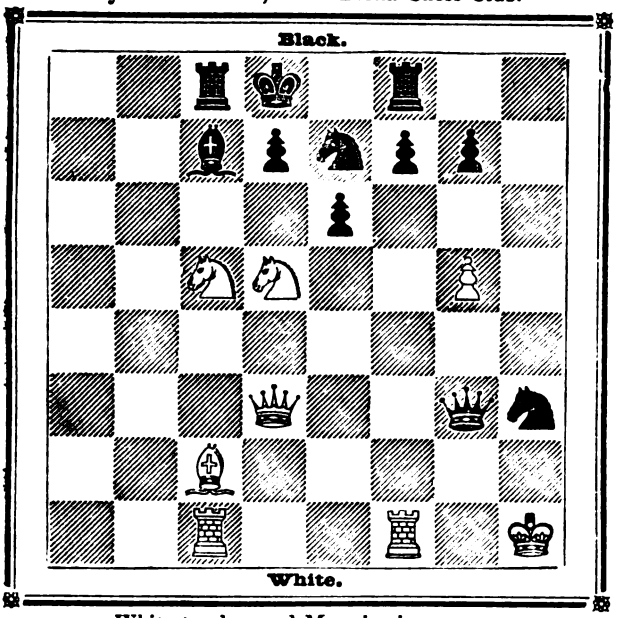
1. Kt. to K. Kt. sixth	K. to Q. fifth
2. Kt. to K. seventh	K. to K. fifth
3. Kt. to Q. fifth	K. to Q. fifth
4. Kt. to Q. B. third	P. one
5. Kt. to Q. Kt. fifth	

Mate.

Erratum.—Owing to the first sheet having gone to press without the supervision of the Editor, a trifling error occurs in the heading of the two first games, which, instead of reading "*White.* (Oxford Hermes Club.) *Black.* (Trinity Cambridge Club.)"—should read, "*White.* (Trinity Cambridge Club.) *Black.* (Oxford Hermes Club.)"

PROBLEM, No. 40.

By Herr NATHAN, of the Berlin Chess Club.*

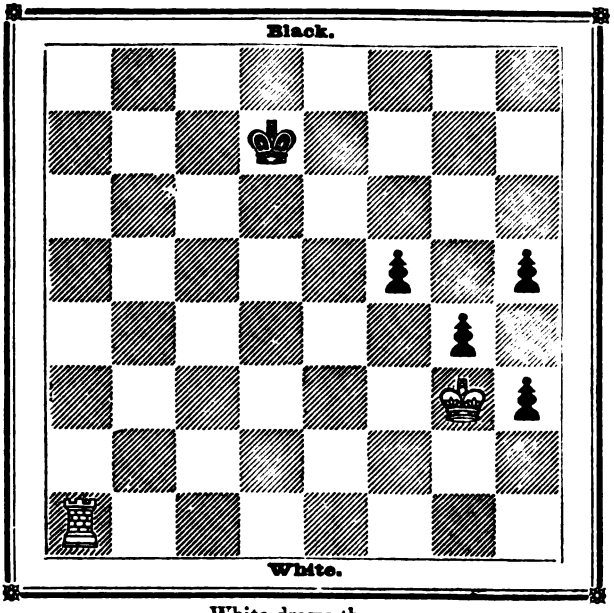


White to play, and Mate in six moves.

* The ingenious Author, in allusion to the Revolution now convulsing Germany, calls this a "Commemoration of Prussia's 18th of March."

PROBLEM, No. 41.

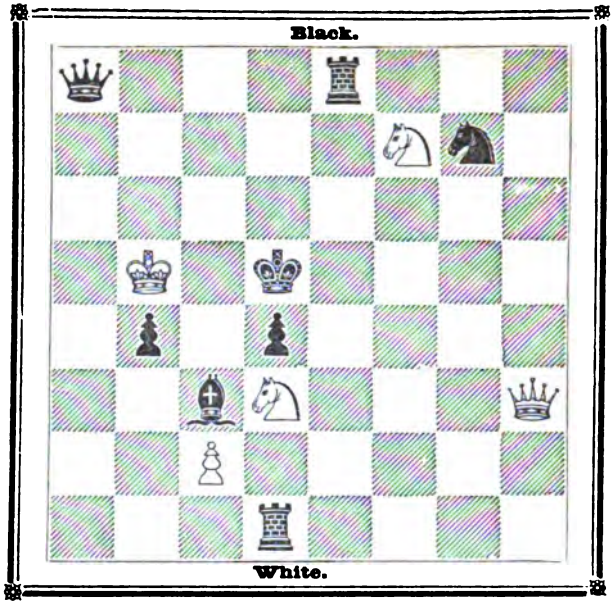
By Herr KLING.



White draws the game.

PROBLEM, No. 42.

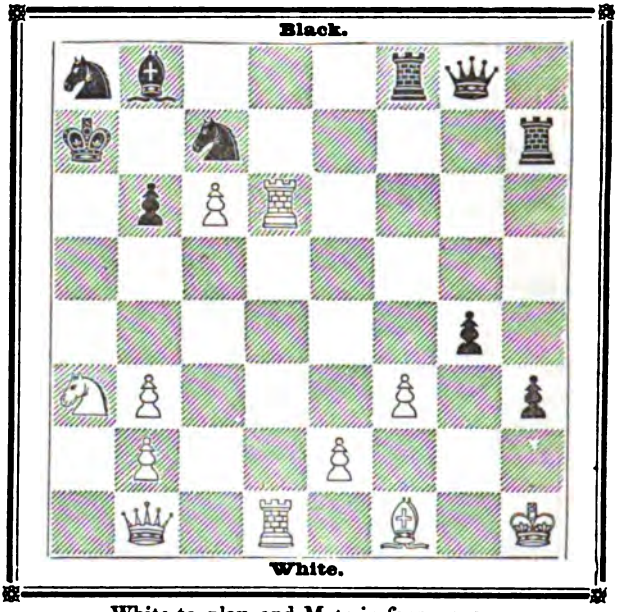
By W. H. C.



White to play, and Mate in five moves.

PROBLEM, No. 43.

By Mr. R. A. B.



White to play, and Mate in four moves.

CHESS IN AMERICA.

Continuation of the Games in the celebrated Match at New Orleans, with notes by the Editor of the C. P. C.

TWENTY-FIRST GAME.

White. (Mr. STANLEY.)	*Black.* (Mr. ROUSSEAU.)
1. P. to Q. fourth	1. P. to Q. fourth
2. P. to Q. B. fourth	2. P. to K. third
3. K. Kt. to B. third	3. P. to Q. B. fourth
4. P. to K. third	4. K. Kt. to B. third
5. Q. Kt. to B. third	5. Q. Kt. to B. third
6. K. B. to K. second	6. K. B. to K. second
7. Castles	7. Castles
8. P. to Q. R. third	8. P. to Q. Kt. third
9. Q. B. P. takes P.	9. K. P. takes P.
10. K. B. to Q. Kt. fifth	10. Q. B. to Kt. second
11. P. takes P.	11. P. takes P.
12. Q. R. to Kt. square	12. Q. R. to B. square
13. Q. Kt. to K. second	13. K. B. to Q. third
14. P. to Q. Kt. fourth	14. P. takes Kt. P.
15. B. takes Q. Kt.	15. B. takes B.
16. P. takes P.	16. K. R. to K. square (*a*)
17. P. to Q. Kt. fifth	17. Q. B. to Kt. second
18. Q. Kt. to Q. fourth	18. Kt. to K. fifth
19. Q. B. to Kt. second	19. Q. to Q. second
20. P. to K. R. third	20. P. to K. B. fourth
21. K. Kt. to R. fourth	21. K. R. to B. square
22. Q. to K. R. fifth (*b*)	22. P. to K. Kt. third
23. Q. to K. R. sixth (*c*)	23. K. R. to B. third
24. Q. Kt. to K. B. third	24. Q. R. to K. B. square
25. K. R. to Q. square (*d*)	25. P. to K. Kt. fourth
26. Q. to R. fifth	26. P. takes Kt
27. Kt. takes P.	27. Q. to K. B. second
28. Q. to K. second	28. K. R. to R. third
29. Kt. to B. third	29. Q. to K. Kt. third
30. Q. B. to K. fifth	30. B. takes B.
31. Kt. takes B.	31. Q. to Kt. second
32. Kt. to Q. third	32. Kt. to Q. B. sixth
33. Q. to her B. second	33. P. to Q. fifth

White. (Mr. S.)	*Black.* (Mr. R.)
34. Kt. to K. B. fourth	34. Kt. takes Q. R.
35. Q. takes Kt.	35. P. takes P. (*e*)
36. P. takes P.	36. K. to R. square
37. Q. to Q. R. second	37. B. to K. fifth
38. Q. to her R. fifth	38. K. R. takes R. P.
39. R. to Q. eighth	39. K. R. to Kt. sixth
40. R. takes R. (check)	40. Q. takes R.
41. Q. to Q. B. third (check)	41. K. to Kt. square
42. Q. to B. fourth (check)	42. Q. to K. B. second
43 Q. to B. eighth (check)	43. K. to Kt. second
44. Q. to B. third (check)	44. K. to R. third
45. Q. to K. fifth	45. Q. to K. Kt. second
46. Q. to Q. sixth (check)	46. R. to K. Kt. third
47. Kt. takes R.	47. Q. takes Kt.
48. Q. to R. second (check)	48. K. to Kt. second
49. Q. to K. fifth (check)	49. Q. to K. B. third
50. Q. to Q. B. seventh (check)	50. Q. to K. B. second
51. Q. to K. fifth (check)	51. K. to B. square
52. Q. to Kt. eighth (check)	52. Q. to K. square
53. Q. takes Q. R. P.	53. Q. takes Q. Kt. P.
54. Q. takes K. R. P.	54. Q. to K. seventh

And Black ultimately won.

Notes.

(*a*) Very like losing time.

(*b*) The attack now began is full of promise, and we can hardly help thinking, if vigorously carried out, it should end in Black's defeat.

(*c*) Taking the K. B. P. with the Q. Kt. upon the chance of Black's overlooking the mate if he captured the Q, would have been the height of folly in a Match Game of such importance. We have followed out, too, all the variations arising from the move Mr. Stanley thinks he ought to have made, namely, 23. K. Kt. takes Kt. P., and are of opinion that the result is in Black's favour, although White can ensure the gain of three Pawns for the Kt. sacrificed.

(*d*) This is very poor. He should have taken off the Rook at once.

(*e*) We should have preferred taking the K. Kt. P. with B., followed by R. to K. Kt. third.

Between the same Players.

White. (Mr. R.)	*Black.* (Mr. S.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. P. takes P.	3. P. takes P.
4. P. to Q. B. fourth	4. K. Kt. to B. third
5. K. Kt. to B. third	5. K. B. to K. second
6. K. B. to K. second	6. P. takes P.
7. B. takes P.	7. Castles
8. Castles	8. Q. B. to K. Kt. fifth
9. Q. B. to K. third	9. Q. Kt. to B. third
10. K. B. to K. second	10. Q. to Q. second
11. Q. Kt. to Q. second	11. Q. R. to Q. square
12. Q. R. to Q. B. square	12. K. B. to Q. Kt. fifth
13. P. to Q. R. third	13. B. takes Kt.
14. Q. takes B.	14. K. R. to K. square
15. K. R. to Q. square	15. Q. to K. second (*a*)
16. K. R. to K. square	16. Q. to Q. second
17. P. to K. R. third	17. K. Kt. to K. fifth
18. Q. to Q. B. second	18. B. takes R. P. (*b*)
19. P. takes B.	19. Q. takes P.
20. K. B. to his square (*c*)	20. Q. takes Kt.
21. K. B. to Kt. second	21. Q. to K. B. fourth
22. K. R. to K. second	22. K. R. to K. third
23. Q. R. to K. square	23. K. R. to Kt. third (*d*)
24. Q. B. to his square	24. R. takes B. (check) (*e*)
25. K. takes R.	25. Q. to Kt. fifth (check)
26. K. to B. square	26. Q. to R. sixth (check)
27. K. to Kt. square	27. R. to Q. third (*f*)
28. Q. B. to K. B. fourth	28. R. to K. Kt. third (check)
29. B. to Kt. third	29. P. to K. B. fourth
30. R. takes Kt.	30. P. takes R.
31. Q. takes P.	31. Q. to Q. second
32. P. to Q. fifth	32. Kt. to Q. R. fourth
33. P. to Q. Kt. fourth	33. Kt. to Q. Kt. sixth
34. Q. to Q. B. fourth	34. Kt. to Q. seventh
35. Q. to Q. third	35. Q. to K. R. sixth
36. Q. to K. third (*g*)	36. P. to K. R. fourth (*h*)
37. Q. takes Kt.	37. P. to K. R. fifth

White (Mr. R.)	*Black* (Mr. S.)
38. R. to K. sixth	38. P. takes B.
39. R. takes R.	39. Q. to R. seventh (check)
40. K. to B. square	40. Q. to R. eighth (check)
41. K. to K. second	41. Q. to K. fifth (check)
42. Q. to K. third	42. Q. to Q. B. seventh (check)
43. K. to B. third	43. Q. takes R.
44. P. takes P.	44. Q. to B. fourth (check)
45. K. to K. second	45. P. to Q. R. third
46. Q. to K. B. third	46. Q. takes Q. (check)
47. K. takes Q.	47. K. to B. second
48. K. to B. fourth	48. K. to B. third
49. P. to Q. R. fourth	49. K. to K. second
50. K. to K. fifth	50. K. to Q. second
51. P. to K. Kt. fourth	51. K. to K. second
52. P. to K. Kt. fifth	52. P. to K. Kt. third
53. P. to Q. R. fifth	53. P. to Q. Kt. fourth (*i*)
54. P. takes P. (in passing)	54. P. takes P.
55. P. to Q. sixth (check)	55. K. to Q. second
56. K. to B. sixth	56. P. to Q. R. fourth
57. P. takes P.	57. P. takes P,
58. K. takes P.	58. P. to Q. R. fifth

The game was drawn.

Notes.

(*a*) Threatening to win the Q. P. at least.

(*b*) This is in the proper style, and deserves success.

(*c*) We do not see the immediate necessity for giving up the Kt.

(*d*) Kt. to Q. third would perhaps have been better.

(*e*) The tempting move of Q. Kt. takes Q. P. would have been imprudent.

(*f*) Again, taking the P. with his Q.'s Kt. would not have done, on account of Q. takes K. Kt. &c.

(*g*) It is evident he dared not capture the Kt., from fear of Black's playing R. to K. R. third.

(*h*) This was indispensable.

(*i*) The position of the Pawns here, affords a curious exemplification of the principle of the Pawn taking in passing. If Black, instead of throwing forward the Pawn to Q. Kt. fourth, had advanced it only to Q. Kt's. third, he would have lost the game. *e. g.*

	53. P. to Q. Kt. third
54. P. to Q. Kt. fifth	54. P. takes Kt. P., or (*a*)
55. P. to Q. R. sixth	

And must Queen his Pawn.

(*a*)

	54. P. takes R. P.
55. P. takes R. P.	

And makes a Queen.

Between the same players.

White. (Mr. S.)	*Black.* (Mr. R.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. P. to Q. fourth	3. P. takes P.
4. K. Kt. takes P.	4. P. to K. fourth
5. K. Kt. to B. third	5. K. Kt. to B. third
6. K. B. to Q. third	6. K. B. to Q. B. fourth
7. Castles	7. P. to Q. third
8. P. to K. R. third	8. Q. B. to K. third
9. Q. Kt. to B. third	9. Castles
10. Q. B. to K. Kt. fifth	10. Q. Kt. to K. second
11. B. takes Kt.	11. P. takes B.
12. K. Kt. to R. fourth	12. K. to K. R. square
13. K. to K. R. second	13. Kt. to K. Kt. third
14. K. Kt. to K. B. fifth	14. K. R. to K. Kt. square
15. P. to K. Kt. third	15. Kt. to K. second
16. P. to K. B. fourth	16. Q. to K. B. square
17. Kt. takes Kt.	17. Q. takes Kt.
18. P. to K. B. fifth	18. Q. B. to Q. second
19. Kt. to Q. fifth	19. Q. to Q. square
20. Q. to K. R. fifth	20. K. to K. Kt. second (*a*)
21. P. to Q. Kt. fourth	21. K. B. to Q. Kt. third
22. P. to Q. R. fourth	22. Q. B. to his third (*b*)
23. P. to Q. R. fifth	23. Q. B. takes Kt.
24. P. takes K. B.	24. Q. B. to his third
25. K. B. to Q. B. fourth	25. Q. to Q. second
26. Q. R. takes P.	26. R. takes R.
27. P. takes R.	27. P. to Q. Kt. fourth
28. B. takes P.	28. R. to Q. R. square (*d*)
29. B. takes B.	29. Q. takes B.
30. Q. to K. Kt. fourth (check)	30. K. to B. square
31. R. to Q. R. square (*e*)	31. Q. takes B. P. (check)
32. K. to K. R. square	32. Q. to Q. Kt. seventh
33. Q. to Q. square	33. Q. takes Q. Kt. P.
34. Q. to Q. fifth	34. R. takes P.
35. R. takes R.	35. Q. to K. eighth (check)
36. K. to Kt. second	36. Q. to K. seventh (check)

Drawn Game. [*Notes.*

Notes.

(*a*) This is far from an agreeable situation for the King, but it appears to be necessary for the preservation of the Pawns on the K. B.'s file.

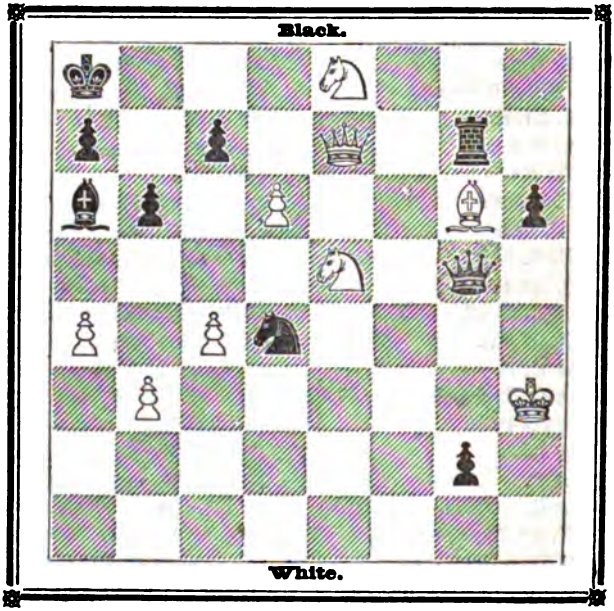
(*b*) The position admits of some lively play at this point.

(*d*) If he had taken the Bishop, White would have won easily, by first checking with the Q. at K. Kt. fourth, then taking the R., and finally Queening his Q. R. P.

(*e*) The Q. R. P. could never be maintained; it would have been far wiser therefore to resign it at once, by playing Q. to K. second.

PROBLEM, No. 44.

By Woodstockiensis.



White to play, and Mate in seven moves.

CHESS IN GERMANY.

Continuation of the Games between Messrs. HARRWITZ and ANDERSSEN of Breslau.*

White. (MR. H.)	*Black.* (Mr. A.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. P. to Q. B. third	3. P. to Q. fourth
4. B. to Q. Kt. fifth	4. P. takes K. P.
5. Kt. takes P.	5. Q. to Q. fourth (*a*)
6. Q. to her R. fourth	6. K. Kt. to K. second
7. P. to K. B. fourth	7. P. takes P. (*en passant*)
8. Kt. takes P.	8. Q. B. to K. third
9. Castles	9. Castles
10. P. to Q. fourth	10. Q. to K. R. fourth
11. P. to Q. B. fourth	11. B. to K. Kt. fifth
12. P. to Q. fifth	12. K. Kt. to K. B. fourth (*b*)
13. B. to K. B. fourth (*c*)	13. B. checks
14. K. to R. square	14. Q. Kt. to K. second
15. P. to Q. Kt. fourth (*d*)	15. B. to Q. fifth
16. Kt. takes B.	16. Kt. takes Kt.
17. Q. Kt. to B. third (*e*)	17. K. to Kt. square
18. Q. B. to K. third	18. Kt. takes K. B.
19. Kt. takes Kt.	19. P. to Q. R. third
20. Kt. takes B. P. (*f*)	20. K. takes Kt.
21. P. to Q. sixth (check)	21. K. takes P. (*g*)
22. B. to K. B. fourth (check)	22. K. to his third
23. Q. R. to K. square (check)	23. B. to K. seventh
24. K. R. to B. second	24. Kt. to K. B. fourth
25. Q. R. takes Kt. (check)	25. K. to B. third
26. B. to K. fifth (check)	26. K. to Kt. third
27. P. to K. Kt. fourth	27. Q. takes P.
28. R. to K. Kt. second	28. P. to K. R. fourth
29. R. takes Q. (check)	29. P. takes R.
30. Q. to her B. second	30. R. to K. R. sixth
31. Q. to K. fourth	31. K. to K. Kt. fourth
32. Q. to K. B. fourth (check)	

And Black surrendered. [*Notes.*

* For these games, hitherto unpublished, we are debtors to the kindness of Mr. Harrwitz.

Notes.

(*a*) This defence Mr. Anderssen owes to his opponent, who first introduced it in his games at the London Chess Club, in the summer of last year.

(*b*) A beautiful conception.

(*c*) The only move, we believe, to save the game. If he had taken the Q. Kt., Black, by checking with his K. B., would have got an overpowering attack.

(*d*) This may be considered the game move. Do what he can, Black must now fight a desperately up-hill game.

(*e*) Taking the Q. R. P. would not have advanced his game, as Black could have taken off the B. with his Kt. and then Q. P. with his Q.

(*f*) Unexpected and very ingenious.

(*g*) Imprudent; White has now an almost forced won game.

Between the same Players.

White. (Mr. A.)	*Black.* (Mr. H.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. P. to Q. fourth	2. P. takes P.
3. K. Kt. to B. third	3. P. to K. fourth
4. K. B. to Q. B. fourth	4. Q. to Q. B. second
5. B. to Q. Kt. third	5. B. checks
6. P. to Q. B. third	6. P. takes P.
7. Castles	7. K. Kt. to B. third (*a*)
8. B. takes K. B. P. (check)	8. K. takes B.
9. Q. to her Kt. third (check)	9. P. to Q. fourth
10. Q. takes B.	10. P. takes P.
11. Kt. to Kt. fifth (check)	11. K. to Kt. third
12. Q. Kt. takes P.	12. Q. Kt. to B. third
13. Q. to Q. B. fourth	13. B. to K. B. fourth
14. P. to K. B. fourth	14. P. to K. R. third
15. K. Kt. takes double P.	15. Kt. takes Kt.
16. Kt. takes Kt.	16. P. to Q. Kt. fourth (*b*)
17. Q. to K. second	17. Kt. to Q. fifth
18. Q. to her third	18. Q. to her B. third
19. K. R. to K. square (*c*)	19. Kt. to Q. B. seventh
20. B. to Q. second	20. K. R. to Q. square
21. Q. to K. B. third	21. B. takes Kt.
22. R. takes B.	22. Kt. takes Q. R.

White. (Mr. A.)	*Black.* (Mr. H.)
23. P. takes K. P.	23. K. to R. second
24. B. to Q. B. third	24. Q. to her Kt. third (check)
25. K. to R. square	25. K. R. to B. square
26. Q. to her third	26. Q. R. to Q. square
27. Q. to her Kt. square (*d*)	27. Q. to K. Kt. third
28. P. to K. R. third	28. K. R. to B. seventh
29. R. to K. square	29. Kt. to Q. B. seventh
30. R. to K. Kt. square	30. R. to Q. sixth
31. K. to R. second	

And Black mated in three moves.

Notes.

(*a*) A serious mistake for such a player to commit.

(*b*) A capital move, which changes in an instant the whole aspect of the board.

(*c*) Q. to K. Kt. third (check) would have been worse than fruitless.

(*d*) If he had played R. to Q. fourth (dis. check), Black would have interposed his Q. at K. Kt. third.

CHESS IN FRANCE.

The two following games were played by Mr. Harrwitz, during his recent visit to Paris, with M. Deslodges, one of the ablest members of the *Cercle des Echecs*.

Black. (M. D.)	*White.* (Mr. H.)
1. P. to K. fourth	1. P. to Q. fourth
2. P. to K. fifth	2. P. to Q. B. fourth
3. P. to K. B. fourth	3. Q. Kt. to B. third
4. K. Kt. to B. third	4. Q. B. to K. B. fourth
5. K. B. to K. second	5. P. to K. third
6. P. to Q. third	6. P. to K. B. third
7. Castles	7. K. Kt. to R. third
8. P. to K. R. third	8. K. Kt. to B. second
9. P. takes P.	9. Q. takes P.
10. P. to Q. B. third	10. K. B. to K. second
11. Q. Kt. to R. third	11. P. to Q. R. third
12. Q. Kt. to B. second	12. Castles on K.'s side
13. Q. Kt. to K. third	13. P to Q. fifth
14. Q. Kt. to Q. B. fourth	14. P. to Q. Kt. fourth
15. Q. Kt. to K. fifth	15. K. Kt. takes Kt.

Black. (M. D.)	*White.* (Mr. H.)
16. Kt. takes Kt.	16. Kt. takes Kt.
17. P. takes Kt.	17. Q. takes P.
18. Q. B. to K. B. fourth	18. Q. to K. B. third
19. Q. to her second	19. P. takes P.
20. P. takes P.	20. Q. to K. Kt. third
21. K. to R. second (*a*)	21. Q. R. to Q. square
22. K. R. to B. third	22. Q. to K. square
23. Q. R. to K. B. square	23. Q. B. to K. fifth
24. K. R. to Kt. third	24. K. B. to R. fifth (*b*)
25. K. R. to Kt. fourth (*c*)	25. K. B. to K. B. third
26. Q. B. to his seventh	26. Q. B. to K. B. fourth
27. B. takes R.	27. Q. takes B. (*d*)
28. P. to Q fourth	28. P. takes P.
29. P. takes P.	29. B. takes K. R.
30. P. takes B.	30. B. to K. fourth (check)
31. K. to R. third	31. R. takes R.
32. B. takes R.	32. B. takes Q. P. (*e*)
33. P. to Q. R. fourth	33. P. takes P.
34. B. takes Q. R. P.	34. Q. to K. B. third
35. Q. to her B. square	35. B. to Q. B. sixth (*f*)
36. B. to Q. B. fourth	36. B. to K fourth
37. B. to Q. R. second	37. K. to B. second
38. Q. to her second	38. B. to Q. fifth
39. Q. to her B. square	39. B. to K. B. seventh
40. P. to K. Kt. third	40. B. to Q. fifth
41. Q. to B. seventh (check)	41. K. to Kt. third
42. B. to Kt. square (check)	42. K. to R. third
43. Q. to her B. square (check)	43. Q. to K. Kt. fourth
44. Q. to her B. second	44. P. to K. Kt. third
45. Q. to her B. eighth	45. Q. to her fourth
46. Q. to K. B. eighth (check)	46. B. to K. Kt. second
47. Q. to K. B. fourth (check)	47. P. to Kt. fourth
48. Q. to her B. square	48. P. to Q. R. sixth
49. B. to Q. R. second (*g*)	49. Q. to K. fifth
50. B. takes K. P.	50. Q. takes B.
51. Q. takes Q. R. P.	51. Q. to K. B. third
52. Q. to her third	52. B. to K. B. square
53. Q. to K. second	53. B. to Q. third
54. Q. to her third	54. Q. to K. fourth
55. Q. to K. B. third	55. K. to Kt. third
56. Q. to her Kt. third	56. Q. takes K. Kt. P. (check) (*h*)
57. Q. takes Q.	57. B. takes Q.

58. K. takes B.	58. K. to B. third
59. K. to B. third	59. K. to his fourth
60. K. to his third	60. P. to K. R. third
61. K. to B. third	61. K. to Q. fourth
62. K. to B. second	62. K. to K. fifth
63. K. to Kt. third	63. K. to his sixth
64. K. to Kt. second	64. K. to B. fifth
65. K. to R. third	65. K. to B. sixth

And Black surrendered.

Notes.

(*a*) P. to K. Kt. fourth would have been imprudent, as White might safely have answered with P. to K. R. fourth.

(*b*) This strikes us as a blunder.

(*c*) Both players appear to have overlooked the advantage now presented to Black. Suppose, instead of the merely defensive play in the text, he had played as follows :—

Black.	*White.*
25. R. takes K. Kt. P. (check)	25. K. takes R.

This seems his best move. If K. to R. square, Black plays B. to K. fifth.

26. B. to K. R. sixth (check)	26. K. moves
27. R. takes R.	

And should win.

(*d*) This is the best play, since the Rook cannot escape.

(*e*) Q. takes P. would have been more decisive.

(*f*) He dare not permit the threatened check of Black's Queen.

(*g*) Curiously enough, White cannot take the B. without affording him an opportunity to draw the game.

(*h*) The conclusion of this game is highly instructive.

Between the same players.

Black. (M. D.)	*White.* (Mr. H.)
1. P. to K. fourth	1. P. to Q. fourth
2. P. takes P.	2. K. Kt. to B. third
3. P. to Q. B. fourth	3. P. to Q. B. third
4. Q. Kt. to B. third	4. P. takes P.
5. P. takes P.	5. Kt. takes P.
6. K. B. checks	6. Q. Kt. to B. third
7. B. takes Kt. (check)	7. P. takes B.

Black. (M. D.)	*White.* (Mr. H.)
8. K. Kt. to B. third	8. P. to K. third
9. Castles	9. K. B. to Q. third
10. K. Kt. to Q. fourth (*a*)	10. B. takes K. R. P. (check)
11. K. to R. square	11. B. to Q. B. second (*b*)
12. P. to K. Kt. third	12. Q. B. to Kt. second
13. Q. to her R. fourth	13. Castles
14. Q. Kt. to K. fourth	14. Kt. to Q. Kt. third
15. Kt. takes Q. B. P. (*c*)	15. Kt. takes Q.
16. Kt. takes Q.	16. Q. B. takes Kt. (check)
17. P. to K. B. third	17. Q. B. to Q. sixth

And wins

Notes.

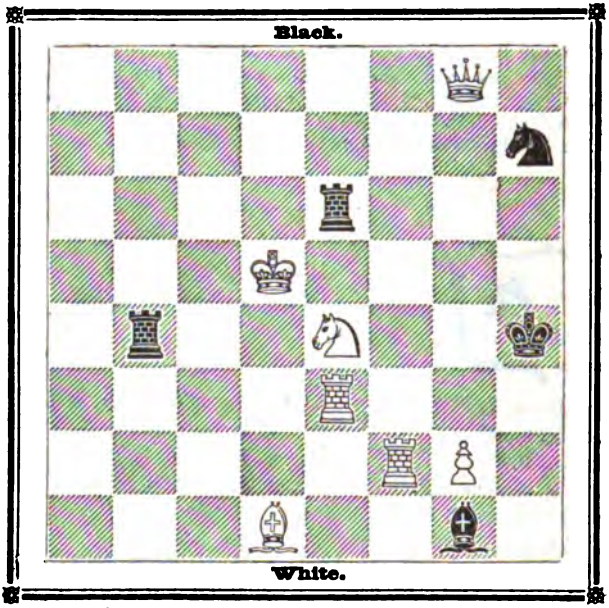
(*a*) This loses a valuable Pawn.

(*b*) The obvious move of Q. to K. R. fifth would have been bad, on account of Kt. to K. B. third

(*c*) He must have lost a piece, we believe, in any way.

PROBLEM, No. 45.

By Mr. E. Clare.



White compels Black to Mate him in three moves.

CHESS OF OLD IN THE WESTMINSTER CLUB.

In the following game, played in 1839, Mr. Slous gives the P. and two moves to Mr. Catherwood, of the London Chess Club.

(Remove Black's K. B. P. from the board)

White. (Mr. C.)	*Black.* (Mr. S—s.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. Q. Kt. to B. third
3. P. to Q. fifth	3. Kt. to K. fourth
4. P. to K. B. fourth	4. Kt. to K. B. second
5. K. Kt. to B. third	5. P. to Q. third
6. P. to K. B. fifth	6. K. Kt. to B. third
7. Q. Kt. to B. third	7. P. to K. Kt. third
8. K. Kt. to Q. fourth	8. B. to K. Kt. second
9. B. to Q. Kt. fifth (check)	9. K. to B. square (*a*)
10. Kt. to K. sixth (check)	10. B. takes Kt.
11. Q. P. takes B.	11. Q. Kt. to K. fourth
12. Castles	12. P. to Q. B. third
13. B. to Q. R. fourth	13. P. to Q. Kt. fourth
14. B. to Q. Kt. third	14. P. to Q. Kt. fifth
15. Kt. to K. second	15. Kt. takes P.
16. P. takes P. (dis. check)	16. Kt. to K. B. third
17. P. takes R. P.	17. R. takes P.
18. Kt. to Q. fourth	18. K. to Kt. square
19. Kt. to K. B. fifth	19. Q. to Q. B. second
20. B. to K. B. fourth	20. Q. R. to Q. square (*b*)
21. B. takes Kt.	21. P. takes B.
22. Q. to K. second (*c*)	22. Kt. to Q. fourth
23. Kt. takes B.	23. Kt. to K. B. fifth
24. R. takes Kt.	24. P. takes R.
25. Kt. to K. B. fifth	25. P. to K. B. sixth
26. Kt. P. takes P.	26. Q. to K. B. fifth
27. Kt. to K. Kt. third	27. Q. R. to Q. seventh
28. Q. to K. fourth	28. Q. to Q. Kt. square (*d*)
29. Q. to K. third (*e*)	29. K. R. takes P.

And White cannot save the game.

Notes.

(*a*) If he had interposed his B. or Kt., White, it is plain, would have won a piece by playing Kt. to K. sixth.

(*b*) This move ought, in our opinion, to have lost Black the game.

(*c*) White overlooked the opportunity afforded him by Black's 20th move. Instead of playing away the Queen, we should now have taken the K. P. (check), in which case the following variations are probable—

White.	*Black.*
22. Kt. takes K. P. (check)	22. Q. takes Kt. or (A)
23. Q. takes R. (check)	23. Q. takes Q. (*best*)
24. P. to K. seventh (dis. check)	24. Q. to her fourth
25. R. takes Kt.	

And wins.

(A)

	22. K. to B. square (*best*)
23. Kt. to Kt. sixth (check)	23. K. to his square
24. P. to K. seventh	24. R. takes Q.
25. Q. R. takes R.	

Black's best move is now to take the Pawn with his Q. (the check is useless, and if he venture to move his Kt, he loses directly, through the check of the Rook at K. B. eighth &c.); White then takes the Q. with his Kt. and has an easy game before him.

(*d*) The position is very curious here.

(*e*) To prevent the fatal check of Black's Q. at her Kt.'s third.

Game played May, 1838, between Messrs. SLOUS and G. WALKER.

White. (Mr. W.)	*Black.* (Mr. S.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.
5. P. to Q. B. third	5. B. to R. fourth
6. Castles	6. K. Kt. to B. third
7. P. to Q. fourth	7. Castles
8. P. takes P.	8. K. Kt. takes K. P.
9. B. to R. third (*a*)	9. P. to Q. third
10. P. takes P.	10. Kt. takes Q. P.
11. B. takes Kt.	11. Q. takes B.
12. Q. to B. second	12. Q. to K. B. third
13. R. to K. square	13. B. to K. B. fourth
14. B. to Q. third	14. B. takes B.
15. Q. takes B.	15. B. to Q. Kt. third
16. Q. Kt. to Q. second	16. K. R. to K. square

White (Mr. W.)	*Black.* (Mr. S.)
17. K. R. to Q. B. square	17. Q. R. to Q. square
18. Q. to Q. B. second	18. Kt. to K. fourth
19. Kt. takes Kt.	19. Q. takes P. (check)
20. K. to R. square	20. Q. R. takes Q. Kt.
21. Q. to K. fourth	21. K. R. takes Kt.

And wins (*b*).

Notes.

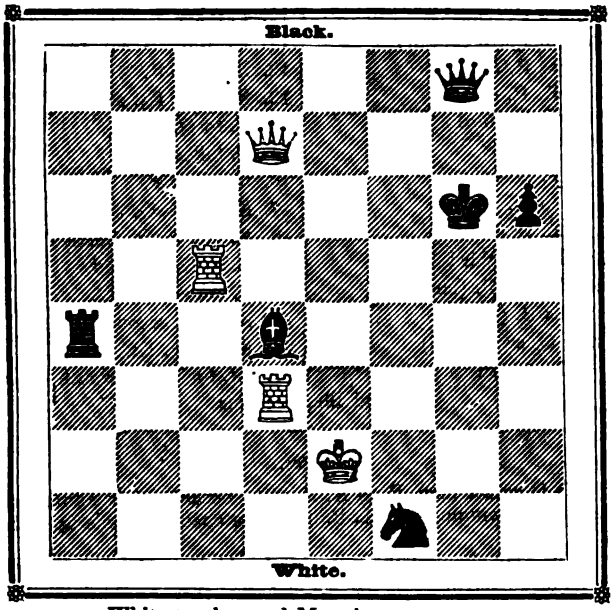
(*a*) The first player may cramp his opponent more by moving as follows:—

9. Q. to her third	9. K. Kt. to Q. B. fourth
10. Q. to her fifth	10. K. Kt. to K. third
11. Q. B. to R. third &c.	

(*b*) This game is not up to the mark of either of these players.

PROBLEM, No. 46.

By Herr Kling.



White to play, and Mate in seven moves.

CHESS IN THE METROPOLIS.

MR. HARRWITZ gives the Pawn and two moves to MR. MAUDE.

(Remove White's K. B. P. from the board.)

Black. (Mr M.)	*White.* (Mr. H.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. P. to K. third
3. K. B. to Q. third	3. P. to Q. B. fourth
4. P. to K. fifth	4. P. to K. Kt. third
5. P. to K. R. fourth	5. P. takes Q. P.
6. P. to K. B. fourth (*a*)	6. K. Kt. to K. second
7. P. to K. R. fifth	7. B. to K. Kt. second
8. Q. to K. Kt. fourth	8. K. to K. B. second
9. K. Kt. to B. third	9. Q. Kt. to B. third
10. P. takes P. (check)	10. P. takes P.
11. Kt. to his fifth (check)	11. K. to his B. square
12. R. takes R. (check)	12. B. takes R.
13. Q. to K. R. fourth	13. B. to K. Kt. second
14. P. to Q. B. third	14. P. to Q. third
15. Q. B. P. takes P.	15. P. takes K. P.
16. K. B. P. takes P.	16. Q. takes P.
17. Q. takes Q.	17. Kt. takes Q.
18. B. to K. B. fourth	18. K. Kt. to Q. fourth
19. P. to K. Kt. third	19. B. to K. R. third
20. Kt. takes K. P. (check)	20. B. takes Kt.
21. B. takes B. (check)	21. K. to B. second
22. Kt. to Q. second (*b*)	22. Kt. to Q. Kt. fifth
23. B. to K. fourth	23. Kt. to Q. B. seventh (check)

And Black resigns

Notes.

(*a*) This is better than P. to K. R. fifth, because that admits of the second player's winning the K. P. by giving check with his Q. at her R. fourth.

(*b*) Fatal. He should have retreated his Q. B. to Q. second, or played the Kt. to Q. R. third.

The two following fine games are extracted from a MS. collection preserved by the late Mr. C. Forth, a skilful and enthusiastic amateur, the greater part of which have never been published.

Mr. Staunton gives Mr. C. Forth the odds of the Pawn and two moves.

(*Remove Black's K. B. P. from the board.*)

White. (Mr. C. F.)	*Black.* (Mr. S.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. P. to K. third
3. K. B. to Q. third	3. P. to Q. B fourth
4. P. to Q. fifth	4. P. to Q. third
5. P. to Q. B. fourth	5. P. takes Q. P.
6. K. P. takes P.	6 K. Kt. to B. third
7. Q. Kt. to B. third	7. K. B. to K. second
8. K. Kt. to B. third	8. Castles
9. Castles	9. Q. B. to K. Kt. fifth
10. P. to K. R. third	10. B. to K. R. fourth
11. B. to K. second	11. Q. Kt. to Q. second
12. K. Kt. to his fifth	12. B. to K. B. second
13. Kt. takes B.	13. R. takes Kt.
14. B. to K. Kt. fourth	14. Kt. takes B.
15. Q. takes Kt.	15. Kt. to K. fourth
16. Q. to K. second	16. Q. to her second
17. P. to Q. Kt. third	17. R. to K. B. sixth (*a*)
18. Kt. to K. fourth	18. Q. R. to K. B. square
19. B. to Q. Kt. second	19. Kt. to K. Kt. third (*b*)
20. Kt. to Q. second	20. K. R. to K. B. fourth
21. Q. R. to K. square	21. B. to his third,
22. B. takes B.	22. K. R. takes B.
23. Kt. to K. fourth	23. K. R. to B. fourth
24. Kt. to K. Kt. third	24. K. R. to K. fourth
25. Q. to K. Kt. fourth	25. Q. to K. second
26. R. takes R.	26. Kt. takes R.
27. Q. to K. sixth (check) (*c*)	27. R. to B. second
28. Q. takes Q.	28. R. takes Q.
29. Kt. to B. fifth	29. R. to Q. second
30. R. to K. square	30. Kt. to Q. sixth
31. R. to K. sixth	31. P. to K. Kt. third
32. Kt. takes Q. P.	32. Kt. to Q. B. eighth
33. Kt. to K. fourth	33. R. to Q. square

White. (Mr. C. F.)	*Black.* (Mr. S.)
34. Kt. takes P.	34. Kt. takes Q. R. P.
35. Kt. takes Q. Kt. P.	35. R. to Q. Kt. square
36. Kt. to R. fifth	36. Kt. to Q. B. eighth
37. P. to Q. sixth	37. K. to B. square
38. P. to Q. B. fifth	

And Black surrendered.

Notes.

(*a*) The position is somewhat remarkable. If White had ventured to take the Rook so boldly offered, he could not possibly have saved the game; *e. g.*—

18. P. takes R. | Q. takes K. R. P.

and play as he may, the loss of the Q. or checkmate next move is inevitable.

(*b*) Again White dare not capture the Rook, since Black would take the Q. R. P; and then by playing Kt. to K. B. fifth, or to K. R. fifth, would win easily.

(*c*) Very well played. After the exchange of Queens, which this move enables White to force, he has the game all his own way.

Between the same Players, at the same odds.

(*Remove, as before, Black's K. B. P. from the board.*)

White. (Mr. C. F.)	*Black.* (Mr. S.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. P. to K. third
3. B. to Q. third	3. P. to Q. B. fourth
4. P. to Q. fifth	4. P. to Q. third
5. P. to Q. B. fourth	5. P. takes P.
6. K. P. takes P.	6. K. Kt. to B. third
7. Q. Kt. to B. third	7. K. B. to K. second
8. K. Kt. to B. third	8. Castles
9. Castles	9. B. to K. Kt. fifth
10. P. to K. R. third	10. B. to K. R. fourth
11. B. to K. second	11. Q. Kt. to Q. second
12. K. Kt. to his fifth	12. B. to K. B. second
13. Kt. takes B.	13. R. takes Kt.
14. B. to K. Kt. fourth	14. Kt. takes B.
15. Q. takes Kt.	15. Kt. to K. fourth
16. Q. to K. second	16. Q. to her second
17. Kt. to K. fourth	17. Q. R. to K. B. square

White. (Mr. C. F.)	*Black.* (Mr. S.)
18. Kt. takes Q. B. P. (*a*)	18. P. takes Kt.
19. Q. takes Kt.	19. B. to Q. third
20. Q. to K. sixth	20. Q. to her square
21. B. to Q. second	21. K. to R. square
22. Q. R. to K. square	22. R. to B. third
23. Q. to K. second	23. R. to K. Kt. third
24. B. to Q. B. third	24. Q. to K. Kt. fourth
25. Q. to K. Kt. fourth	25. Q. to K. R. third
26. Q. to her seventh (*b*)	26. Q. to K. B. fifth
27. P. to K. Kt. third	27. R. takes P. (check)

And Black mates in two moves.

Notes.

(*a*) White gains a Pawn, but he permits his opponent to bring all his forces into co-operation against the King's quarters.

(*b*) Q. to K. fourth would have prolonged the game, but no move could have saved it.

CALVI'S ELEMENTARY LESSONS.

(*Continued from page* 189.)

TWENTY-SEVENTH LESSON.

Tenth Game.

Black.	*White.*
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. K. B. to Q. B. fourth	Q. to K. R. fifth (check)
4. K. to B.	P. to K. Kt. fourth
5. P. to Q. B. third	K. B. to Kt. second
6. P. to Q. fourth	P. to Q. third
7. Q. to her Kt. third	Q. to K. R. fourth
8. P. to K. R. fourth	P. to K. R. third
9. K. Kt. to B. third	K. Kt. to K. second
10. K. to Kt.	Q. to K. Kt. third
11. Q. Kt. to Q. second	Q. Kt. to Q. second
12. P. to K. R. fifth	Q. to B. third
13. P. to K. fifth	Q. P. takes P.
14. Q. Kt. to K. fourth	Q. to her Kt. third
15. K. B. takes B. P. (check)	K. to B.
16. Q. to Q. B. fifth	P. takes P.
17. P. takes P.	Q. Kt. to K. fourth

In this position, you have evidently a better game than Black has.

Eleventh Game.

Black.	*White.*
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. K. B. to Q. B fourth	Q. to K. R. fifth (check)
4. K. to B.	P. to K. Kt. fourth

This opening is given by Lewis, in his last treatise, p. 440.

5. Q. Kt. to B. third	K. B. to Kt. second

If instead of playing K. B. to Kt. second, you had played P. to Q B. third, you would have a bad game.

6. P. to Q. fourth	P. to Q. third

Black could also play his Q. to B. third, or P. to K. Kt. third. (See Variation.)

7. K. B. to K. second	Q. to K. R. third

The retreat of this Bishop, says Walker, shews that this attack is radically weak. (p. 183.)

8. P. to K. R. fourth	P. to K. B. third
9. K. Kt. to B. third	Q. B. to K. Kt. fifth
10. K. to B. second.	Q. to K. Kt. third
11. R. P. takes P.	K. B. P. takes P.
12. P. to K. fifth	P. to K. R. third.
13. Q. Kt. to Q. fifth	K. to Q.
14. Q. B. to Q. second	Q. Kt. to Q. second
15. Q. B. to his third	P. to Q. B. third
16. Q. Kt. to his fourth	P. to Q. fourth

You have a Pawn more and a good position.

First Variation.

Black.	*White.*
6. Q. to K. B. third	K. Kt. to B. third
7. P. to K. Kt. third	P. takes P.
8. P. takes P.	Q. to K. Kt. fifth
9. P. to Q. third	P. to K. R. third
10. P. to K. fifth	Q. takes Q. (check)
11. K. Kt. takes Q.	K. Kt. to his fifth
12. Q. Kt. to Q. fifth	K. to Q.
13. P. to Q. fourth	P. to K. B. third

Your game is preferable to Black's.

Second Variation.

6. P. to K. Kt. third	P. takes P.
7. K. to Kt. second	K. B. takes Kt.
8. K. Kt. to B. third	Q. to R. third
9. R. P. takes P.	Q. to K. Kt. second
10. Q. P. takes B.	P. to K. R. third
11. Q. to her fourth	P. to K. B. third
12. Q. B. to K. third	Q. Kt. to B. third

In this position it is evident that you have the better game.

Twelfth Game.

Black.	*White.*
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. K. B. to Q. B. fourth	Q. to K. R. fifth (check)
4. K. to B.	P. to K. Kt. fourth

The present *debut*, given by Cozio, having been long considered sound for the party who plays the gambit, we think it will be acceptable to our readers if we analyze this opening.

5. Q. to K. B. third	P. to Q. third

Instead of playing P. to Q. third, you could play K. Kt. to B. third or Q. Kt. to B. third, which is the correct move. (See the two Variations.)

6. P. to K. Kt. third	Q. to K. Kt. fifth

Instead of playing Q. to K. Kt. fifth, you might take the Pawn with Pawn, or withdraw the Q. to Rook's third.

In the first case, Black would have taken the K. B. Pawn with the Queen.

In the second case, he would have played as follows:—

P. takes P.	P. takes P.
P. to Q. fourth	Q. Kt. to B. third
P. to Q. B. third	

And Black would have had the better position.

7. Q. takes Q.	Q. B. takes Q.
8. P. takes P.	P. takes P.
9. P. to Q. fourth	K. B. to R. third
10. Q. Kt. to B. third	P. to Q. B. third
11. K. Kt. to K. second	P. to K. B. sixth
12. K. Kt. to his third	

He will then play K. to B. second, and will easily retake the Gambit Pawn.

First Variation upon White's fifth move.

Black.	*White.*
5. Q. to K. B. third	K. Kt. to B. third

Your present move is as weak as the one we have just analyzed, the correct play being Q. Kt. to B. third

If, instead of bringing out the K. Kt. to B. third, you had played it to Rook's third, Black would have played as follows:—

Q. to K. B. third	K. Kt. to R. third
P. to K. Kt. third	P. takes P.
P. takes P.	Q. to K. Kt. fifth
K. B takes K. B. P. (check)	K. to his second

Black would regain the Pawn and have a good position.

6. P. to K. Kt. third	Q. to Kt. fifth
7. P. to K. fifth	Q. takes Q. (check)

If, instead of taking Queen, you had taken Pawn with Pawn, Black could take K. B.'s Pawn with K. B. and afterwards K. Kt. with Queen.

8. Kt. takes Q.	Kt. to his fifth

Had you played this Kt. to King's fifth, Black would push on the Queen's Pawn to Q's. fourth.

9. P. takes P.	P. takes P.
10. P. to K. R. third	Kt. to R. third
11. P. to Q. fourth	

He will retake the Gambit Pawn, and remain with a good position.

Second Variation.

Black.	*White.*
5. Q. to K. B. third	Q. Kt. to B. third

We have already said that Q. Kt. to B. third is the best move you can make in this position.

6. P. to K. Kt. third	Q. to R. third
7. P. takes P.	P. takes P.

If, instead of taking Pawn you had played Q. Kt. to Q.'s fifth, Black would play Q. to his third.

8. P. to Q. third	Q. Kt. to K. fourth

Lewis, in his Treatise, shews that if, instead of playing Q. Kt. to K. fourth, you had played it to Q. fifth, Black would have brought his Queen to K. B. second, and would have had a good game.

9. Q. B. takes double P.	Kt. takes Q.

Had Black withdrawn his Queen, you should take the K. B. with your Kt.

10. B. takes Q.	Q. Kt. takes R. P. (check)

Lewis, instead of making you take his Pawn, directs you to take Kt. with Kt., which leads to a bad game for you.

11. R. takes Kt.	Kt. takes B.
12. Q. Kt. to B. third	K. Kt. to his fifth

Had Black played his K. R. to K. B. second, instead of playing Q. Kt. to B. third, your play should have been P. to Q. third to enable you to play the Q. B. to K.'s third.

13. K. R. to his third	K. B. to Q. B. fourth
14. K. to his second	P. to Q. third
15. K. R. to Kt. third	Kt. to K. fourth
16. B. to Q. Kt. third	Q. B. to K. Kt. fifth (check)
17. K. to Q. second	K. B. takes Kt.

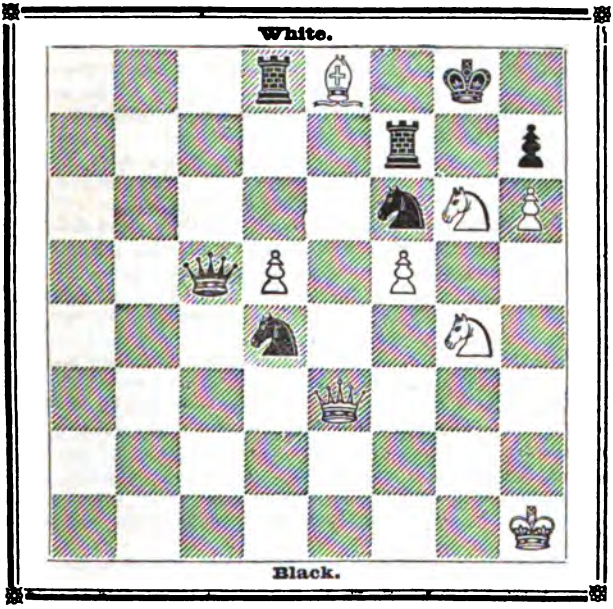
In this position you have a good game. Black, at his twelfth move, can attack you in many different ways; but I think you have sufficient time to bring out your pieces with advantage, and preserve your won Pawn.

PROBLEM. No. 55.

White.	*Black.*
K. on Q. R. second	K. on K. R. square
Q. on K. Kt. fifth	Q. on K. sixth
R. on K. B. seventh	R. on K. R. eighth
Kt. on K. B. sixth	B. on Q. B. sixth
Pawns on Q. B. second, Q. Kt. third, and Q. R. third	Pawns on K. Kt. third, K. fourth, and Q. fifth

White to mate in four moves.

PROBLEM, No. 56.



White to Mate in four moves. CALVI.

MAJOR JAENISCH ON RUY LOPEZ' KNIGHT'S GAME.

Abridged, by the omission of several of the less important variations, from the December Number (1847) of the Palaméde.

We propose in the following pages to discuss a question, to which no satisfactory answer has been given, either in the Treatises of Lewis or Bilguer, or in my "New Analysis:" namely, whether there exists a perfectly correct defence against the King's Knight's opening; or, what comes to the same thing, whether the Royal opening $\left\{1.\frac{\text{P. to K. fourth}}{\text{P. to K. fourth}}\right\}$ is so safe for the second player, that even in an important match, he is not obliged to have recourse to the classical but cold *début*, so common between great players of $\left\{1.\frac{\text{P. to K. fourth}}{\text{P. to Q. B. fourth}}\right.$ or $\left.1.\frac{\quad}{\text{P. to K. third.}}\right\}$ (See the games between Staunton and St. Amant.) This question is certainly one of the greatest importance; for if the Royal opening be in fact unsound for the second player, all its brilliant consequences fall to the ground, and we should see disappear from theory, and even from the practice of good players, all the King's Gambits, and all the variations of the Knight's opening—the Giuoco Piano—the Scotch Gambit—the Evans' Gambit, &c., &c. A loss for Chess truly immense!

To give in the most concise form the result of our long researches on this subject, we shall just state the solution to which we have arrived, and then endeavour to illustrate and demonstrate it.

We believe then, that there exists a perfectly correct defence to the Knight's game, but that this defence, which may be played in various ways, must necessarily be a *close game*. (By a close game, we mean one in which the second player moves his Pawn to Q.'s third square, before playing out his K.'s Bishop, by which move he confines very much his King's Bishop and his Queen.) We do not mean that the Queen's Pawn must necessarily be played at the second move, as Lopez and Philidor direct; it may be played later, provided only it be before K. B. to Q. B. fourth. We believe, however, that the defence taught by these two founders of the true theory of Chess, is the most correct possible, let after writers say what they will. We must add, in order not to be misunderstood, that Black is not reduced to the close defence, unless the strongest moves be played by his assailant, and that otherwise in very many cases, Black may play K. B. to Q. B. fourth in the commencement of the game.

We shall also observe that there is no reason to fear that the close defence, if it give White no other advantage, may, at least, allow him to keep the advantage of the move to the end of the game, as we once imagined; no, like every other good defence, it renders even this advantage nugatory, after a certain number of moves have been played on both sides.

Let us proceed to detail. There are only three defences to the Knight's game worth examining: namely,

2. K. Kt. to B. third 2. P. to Q. third and 2. Q. Kt. to B. third

We believe that we have satisfactorily proved the insufficiency of the first of these moves in our "New Analysis." If, however, the second

player wish to play it, he must conduct his defence in a close form, as follows:—

White.	*Black.*
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. K. Kt. to B. third
3. Kt. takes K. P.	3. P. to Q. third
4. Kt. to K. B. third	4. Kt. takes K. P.
5. P. to Q. fourth	5. P. to Q. fourth
6. B. to Q. third	6. Kt. to Q. third.

(See the "NEW ANALYSIS," vol. ii. p. 27, &c.) This Kt. plays here the part of the Q.'s Pawn, in restraining the activity of the King's Bishop and the Queen. We say this in passing, for we repeat that we do not consider this defence, which we were the first to point out, as perfectly satisfactory; although a first-class player, M. Von Heydebrant, is of a different opinion.

Proceed we now to the second defence—

White.	*Black.*
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. P. to Q. third
3. P. to Q. fourth, best or (A)	3. P. takes P. (*a*)
4. Q. takes P. (*b*)	4. Q. Kt. to B. third
5. K. B. to Q. Kt. fifth	5. B. to Q. second
6. Q. to her square	6. K. Kt. to B. third
7. Q. Kt. to B. third	7. Q. Kt. to K. fourth (*c*)
8. Kt. takes Kt. (*d*)	8. P. takes Kt.
9. B. takes B. (check)	9. Kt. takes B.

Equal game (*e*).

(*a*) Philidor's counter-gambit, 3. P. to K. B. fourth, has been proved inadmissible by Heydebrant in his Treatise. If Black play, 3. K. Kt. to B. third, we consider White gains a better position by playing, 4. Q. Kt. to B. third, and if Black then take the Q.'s Pawn, by retaking with the K. Kt.

(*b*) Better play than 4. Kt. takes P., because Black may then play P. to Q. fourth, and escape from the *close* defence. In place of taking the Pawn, White might try a centre-gambit analogous to the Scotch opening, by playing 4. K. B. to Q. B. fourth, the safest answer to which, we believe, is 4. K. B. to K. second.

(*c*) Black might also play K. B. to K. second, in order to Castle.

(*d*) If White take B. (check), Black retakes with the K. Kt., and the position becomes the same as in the text. But if

8. Q. B. to K. B. fourth	8. B. takes B.
9. Kt. takes B.	9. Kt. takes Kt. (check)
10. Q. takes Kt.	10. Q. to Q. second
11. Q. Kt. to Q. B. third	11. Q. to Q. B. third
12. Castles	12. B. to K. second.

Equal game.

(*e*) For if White now Castles, Black plays K. B. to Q. B. fourth, and if White play P. to K. B. fourth, Black plays K. B. to Q. Kt. fifth.

Variation (A) *on White's third move.*

White.	*Black.*
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. P. to Q. third
3. K. B. to Q. B. fourth	3. P. to Q. B. third (*a*)
4. P. to Q. fourth	4. P. to Q. fourth
5. B. to Q. Kt. third (*b*)	5. K. Kt. to B. third
6. Kt. takes K. P. (*c*)	6. Kt. takes K. P.
7. Castles	7. K. B. to K. second
8. P. to K. B. third	8. Kt. to Q. third

Equal game.

Having thus proved the soundness of the Philidorian defence in a manner which appears to us satisfactory, we have only to examine the admissibility of the Italian (or to speak more exactly, the Damiano,) defence, 2. Q. Kt. to B. third. For it must not be forgotten that at the commencement of the theory of Chess, (that is in the sixteenth century) the two systems we are comparing had both been started, namely, the *close* defence, 2. P. to Q. third, by Lopez, and the *open* defence, 2. Q. Kt. to B. third, by Damiano, whose object evidently was to avoid shutting up the King's Bishop by playing the Pawn to Q.'s third. Now the move which, in the opinion of Lopez, (see his work published at Alcala, in 1561) proved the unsoundness of Damiano's defence was, 3. K. B. to Q. Kt. fifth, an opening hence called the Lopez opening. We shall confine ourselves at present to an examination of this opening, because, in the "Analysis," we have given good and *open* defences to the three other principal attacks in answer to 2. Q. Kt. to B. third namely, 3. P. to Q. B. third, 3. P. to Q. fourth, and 3. K. B. to Q. B. fourth, We may remark in passing, that the Scotch Gambit can be very well defended by the *close* method, which has the advantage of destroying all the strong attacks which it gives to the first player as follows:—

White.	*Black.*
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. P. to Q. fourth	3. P. takes P.
4. K. B. to Q. B. fourth	4. P. to Q. third

(*a*) Black might also play

	3. Q. B. to K. Kt. fifth
4. P. to Q. B. third	4. B. takes Kt.
5. Q. takes B.	5. K. Kt. to B. third
6. P. to Q. fourth	6. B. to K. second

(*b*) If

5. K. P. takes P.	5. P. to K. fifth
6. Kt. to K. fifth	6. P. takes Q. P.

With a good game.

(*c*) If

6. Q. P. takes P.	6. Kt. takes K. P.
7. Kt. to Q. second	7. Q. B. to K. B. fourth

Our task then is reduced to an analysis of the Lopez opening, which we shall endeavour to make as satisfactory as we can, in order to supply a defect in the theory of the game. For this opening has been strangely overlooked and passed by, we may say in contempt, by all writers. The very defective analysis of Ercole del Rio and Ponziani, has been received and repeated by all succeeding writers until 1843, when the analysis of this opening, by Mr. Mayet, was arranged by Mr. Heydebrant, and inserted in his Treatise.* We were led to the examination of this opening by a controversy in which we engaged during the years 1844, 1845, in a correspondence with the celebrated Prussian player, Von Heydebrant, on the merits of the Berlin defence to this opening: a controversy which was interrupted by Mr. Heydebrant's journey to Stockholm, where he now holds the appointment of Secretary to the Prussian Embassy. We were ourselves also compelled by circumstances to defer, from the beginning of 1846 to the present time, the completion of an analysis of this opening, which we had then almost finished, and which we now offer as part of the general theory of the Royal Opening. To proceed systematically in our analysis of the defences of the Lopez opening, we shall commence with those which require least examination, and then proceed by degrees to the more correct and serious defences.

I.

White.	*Black.*
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. Kt. fifth	

If Black now play, 3. Q. to K. B. third, White replies with 4. Q. Kt. to B. third, and gains an evident advantage of position. If Black play, 3. K. Kt. to K. second, (as recommended by Cozio) White must not at once play P. to Q. fourth, which would allow Black to equalize the game, but must first play P. to Q. B. third, which affords Black no satisfactory method of developing his game.

We borrow from Bilguer's Treatise, the following analysis of the weak defence of

	3. Q. Kt. to Q. fifth
4. Kt. takes Kt.	4. P. takes Kt.
5. P. to Q. third	5. K. B. to Q. B. fourth
6. Q. to K. R. fifth	6. Q. to K. second
7. Q. B. to K. Kt. fifth	7. K. B. to Q. Kt. fifth (check)
8. P. to Q. B. third	8. P. takes P.
9. P. takes P.	9. Q. to K. fourth
10. K. B. to Q. B. fourth	10. P. to K. Kt. third
11. Q. to K. B. third.	11. Q. takes B.
12. Q. takes K. B. P. (check)	12. K. to Q. square
13. P. takes B.	

And ought to win.

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* Ruy Lopez's Knight's Game has been more fully analyzed, and many of Major Jaenisch's suggestions as to the best line of play for the opening player anticipated in the Chess Player's Handbook.—London, Bohn, 1847.—Ed. C. P. C.

II.

White.	*Black.*
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. Kt. fifth	3. P. to Q. R. third

This advance of the Rook's Pawn has been advised by Del Rio and Ponziani, who follow it up with

4. B. takes Kt.	4. Q. P. takes B.
5. Kt. takes K. P.	5. Q. to K. second or K. Kt. fourth

recovering the Pawn with an equal game.

But in advising White thus to take the Kt., they make him very gratuitously commit a capital error in opening two superb lines of attack for Black's Q. and Q. Bishop. White's correct move is simply to withdraw the attacked Bishop to the Q. R. fourth, preserving its menacing direction. This shews that the move, 3. P. to Q. R. third, is absolutely useless, for if Black follow it up with 4. P. to Q. Kt. fourth. White's Bishop is brought into a good line of attack on Q. Kt. third, while he threatens to break up Black's Queen's side by the advance of P. to Q. R. fourth.*

We may remark in general, that the object of the Lopez attack is not to double a Pawn for Black by taking his Kt., but to confine the development of his right wing as long as possible; and it is precisely in order not to allow him to escape from the confinement that the Bishop, if attacked by the Rook's Pawn, either at the third or any subsequent move, must not take the Kt. but retire to Q. R. fourth.

If Black do not follow up P. to Q. R. third with P. to Q. Kt. fourth, he must sooner or later play P. to Q. third, White will then take the Kt. with his B., and Black will find that his move of P. to Q. R. third has done him injury by stopping up one of the most useful squares to which he can play his Queen's Bishop.

We now proceed to a counter-gambit of our own invention, which affords Black great resource and allows him in many cases to gain the advantage of the move. If answered properly, however, by White, it ought to cost Black the loss of the game, but as the right attack is by no means easy to discover, especially in practice, we think that our readers will be obliged to us if we give them the pleasure of studying this variation for themselves. We shall therefore leave the right mode of playing this attack as a problem to exercise their ingenuity, the solution of which we shall publish hereafter, and we shall on the present occasion only give some of the variations most likely to occur in practice, in order to shew Black how to profit by his opponent's mistakes to win or draw the game.

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* The same observations on the move, P. to Q. R. third, are made in the Chess Player's Handbook. (See Ruy Lopez Knight's game, page 147.)—Ed. C. P. C.

White.	(A.)	*Black.*
1. P. to K. fourth		1. P. to K. fourth
2. K. Kt. to B. third		2. Q. Kt. to B. third
3. K. B. to Q. Kt. fifth		3. P. to K. B. fourth
4. P. takes P.		4. P. to K. fifth
5. Q. to K. second		5. Q. to K. second
6. B. takes Kt.		6. Q. P. takes B.
7. Kt. to Q. fourth		7. P. to Q. B. fourth
8. Q. to K. R. fifth (check) (*a*)		8. Q. to K. B. second
9. Q. takes Q. (check)		9. K. takes Q.
10. Kt. to Q. Kt. fifth		10. P. to Q. B. third
11. Kt. to Q. B. seventh		11. R. to Q. Kt. square
12. P. to K. Kt. fourth		

Black may now either recover the Gambit Pawn, by 12. K. B. to Q. third, or else he may play

	12. P. to K. R. fourth
13. Q. Kt. to B. third	13. R. P. takes P.
14. K. Kt. to K. sixth	14. B. takes Kt.
15. P. takes B. (check)	15. K. takes P.
16. Kt. takes K. P.	16. K. Kt. to R. third

With a good game.

White.	(B.)	*Black.*
1. P. to K. fourth		1. P. to K. fourth
2. K. Kt. to B. third		2. Q. Kt. to B. third
3. K. B. to Q. Kt. fifth		3. P. to K. B. fourth
4. B. takes Kt.		4. Q. P. takes B.
5. Kt. takes K. P.		5. Q. to Q. fifth (best)
6. Q. to K. R. fifth (check)		6. P. to K. Kt. third
7. Kt. takes P.		7. P. takes Kt.
8. Q. takes P. (check)		8. K. to Q. square
9. P. to Q. third (best)		9. Kt. to K. second

Black threatens now to play K. R. to Kt., and which White cannot hinder by B. to K. Kt. fifth, on account of Black being then able to take the Q. Kt. P. We therefore prefer Black's game.

(*To be continued in our next.*)

(*a*.) If 8, Q. to Q. Kt. fifth (check), Black will not interpose the Q. on account of 9 Kt. to K. sixth, but play

	8. P. to Q. B. third
9. Kt. takes Q. B. P.	9. Q. to Q. second
10. Kt. takes Q. R. P.	10. Q. R. takes Kt.
11. Q. to K. second	11. Q. to K. second

And should win.

SOLUTIONS TO PROBLEMS.

No. 20, p. 95.

White.	*Black.*
1. B. to K. R. third	B. to K. B. second (best)
2. B. to K. Kt. fourth	B. to Q. Kt. sixth (best)
3. B. to Q. seventh (check)	P. to Q. Kt. fourth
4. Kt. takes B.	K. takes Kt.
5. B. to K. sixth (check)	K. to R. fifth
6. K. to R. second	P. moves
7. B. mates.	

No. 21, p. 96.

White.	*Black.*
1. P. to Q. B. eighth, Queens	Q. takes Q.
2. Q. R. to Q. Kt. square	Q. to her B. third (best)
3. K. R. to Q. B. seventh	Q. takes R.
4. R. to Q. B. square	Anything
5. P. takes R.	

Double check and Mate.

No. 22, p. 96.

White.	*Black.*
1. Q. B. to Q. Kt. eighth	P. to Q. R. fifth
2. K. to Q. Kt. fourth	P. to Q. R. fourth (check)
3. K. to Q. B. fourth	B. takes B.
4. Kt. takes B. (check)	K. to Q. R. third
5. K. to Q. B. fifth	P. to Q. Kt. third or fourth
6. K. takes B. P.	P. to Q. Kt. fourth or fifth
7. Kt. to Q. B. fifth	

Mate.

No. 23, p. 96.

White.	*Black.*
1. B. to Q. second	P. to K. third (best)
2. Kt. to B. seventh	B. to K. B. third (best)
3. R. to R. fourth (check)	R. takes R. (best)
4. B. to K. Kt. fifth (check)	B. takes B.
5. Kt. to K. fifth	Any move.
6. Knight mates	

No. 24, p. 102.

White.	*Black.*
1. Kt. takes R. (check)	K. to B. third (dis. check)
2. Kt. to K. fifth (double check)	K. to Kt. fourth (or A)
3. B. to B. fourth (check)	K. takes P.
4. R. to Kt. (check)	K. to B. sixth (best)
5. Kt. to K. fourth (check)	K. to B. seventh
6. B. to Q. third	

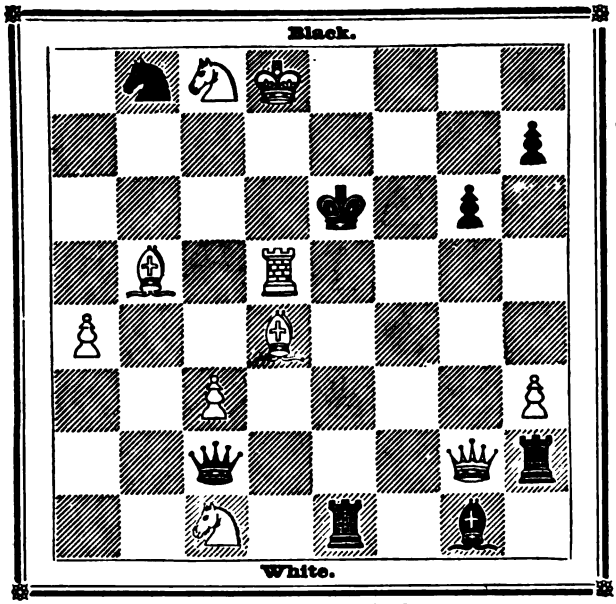
Mate.

(A)

	K. to Kt. second
B. to Q. fifth (check)	Q. interposes
B. takes Q. (check)	K. to Kt. third
Kt. to Q. fifth	

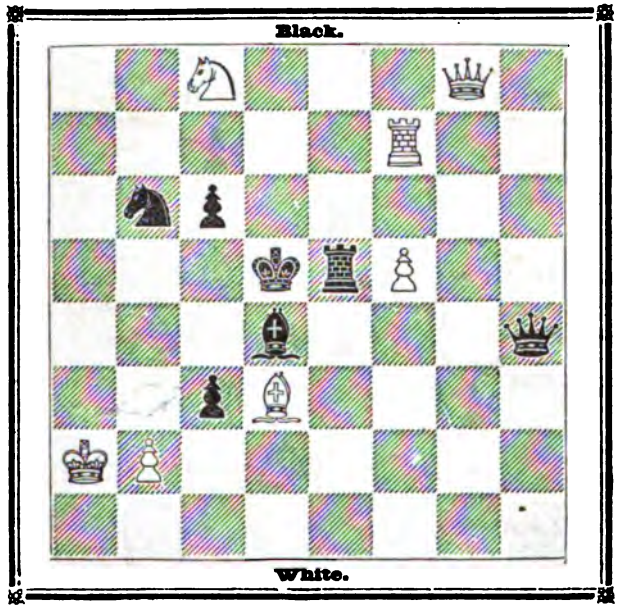
Mate.

PROBLEM, No. 47.
By W. H. C.



White playing first, Mates in four moves.

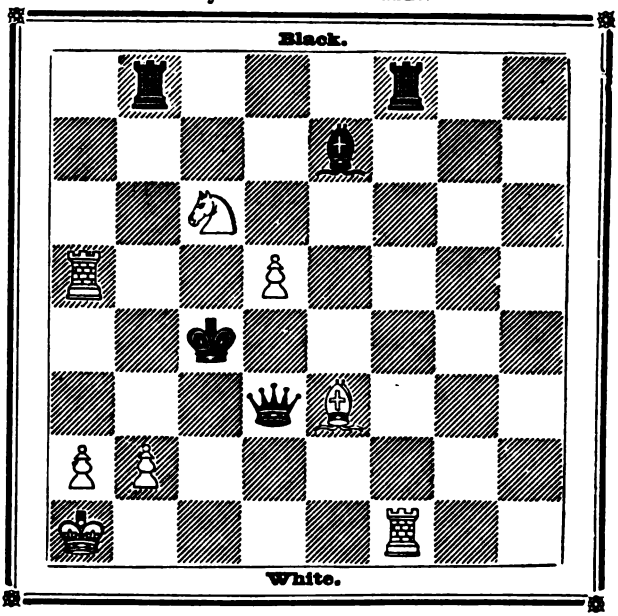
PROBLEM, No. 48.
By J. N.



White to play, and Mate in five moves.

PROBLEM, No. 49.

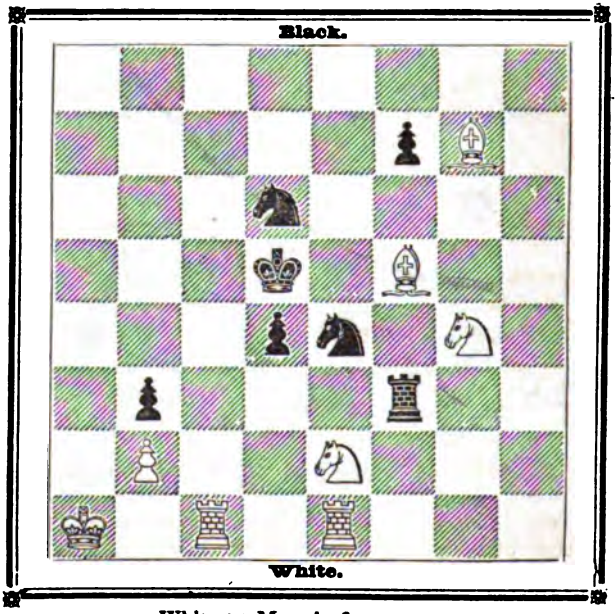
By Professor D. Forbes.



White playing first, Mates in four moves. This position occurred in play.

PROBLEM, No. 50.

By Mr. C. E. R—n.



White to Mate in four moves.

CHESS IN THE METROPOLIS.

The following smart little skirmish occurred in the recent match between Mr. Lowe and Mr. C. Kenny, the former giving the Pawn and move.

(*Remove White's K. B. P. from the board.*)

Black. (Mr. C. K.)	*White.* (Mr. L.)
1. P. to K. fourth	1. P. to Q. third
2. P. to Q. fourth	2. Q. Kt. to B. third
3. P. to Q. fifth	3. Kt. to K. fourth
4. P. to K. B. fourth	4. Q. Kt. to K. B. second
5. Q. Kt. to B. third	5. P. to K. third (*a*)
6. K. B. to Q. Kt. fifth (check)	6. K. to K. second (*b*)
7. K. Kt. to B. third (*c*)	7. K. Kt. to B. third
8. Castles	8. P. to Q. B. third
9. K. B. to Q. third (*d*)	9. Q. to Kt. third (check)
10. K. to R. square	10. Q. B. to Q. second
11. Q. to K. square	11. Q. R. to K. square (*e*)
12. P. to K. fifth	12. Kt. takes Q. P.
13. Q. to K. R. fourth (check)	13. P. to K. Kt. fourth
14. Q. Kt. takes Kt. (check)	14. K. P. takes Kt.
15. K. Kt. takes Kt. P.	15. Kt. takes Kt.
16. Q. takes Kt. (check)	16. K. to B. second
17. Q. to K. B. sixth (check)	17. K. to Kt. square
18. K. R. to B. third	18. Q. R. to K. second
19. K. R. to Kt. third (check)	19. Q. R. to Kt. second
20. P. to K. sixth	20. Q. B. to K. square
21. P. to K. seventh	

And White resigns.

Notes.

(*a*) This was not well considered.

(*b*) He would have lost a Pawn evidently, if he had interposed his Q. B.

(*c*) P. takes K. P., followed by P. to K. B. fifth, looks promising, but by retreating his B. to Q. second, after taking the Pawn, White appears to escape.

(*d*) Some instructive variations arise from his taking the Q. B. P. with P., instead of withdrawing the Bishop, for example—

9. P. takes Q. B. P.	9. P. takes P.
10. B. takes P.	10. Q. to Kt. third (check)
11. Kt. to Q. fourth	11. P. to K. fourth

If he played Q. R. to Kt. square, Black could retreat the B., having gained a clear Pawn.

12. P. takes P.	12. P. takes P.
13. R. takes Kt.	13. Q. takes Kt. (check)

It is obvious he could not take the R. without losing his Q.

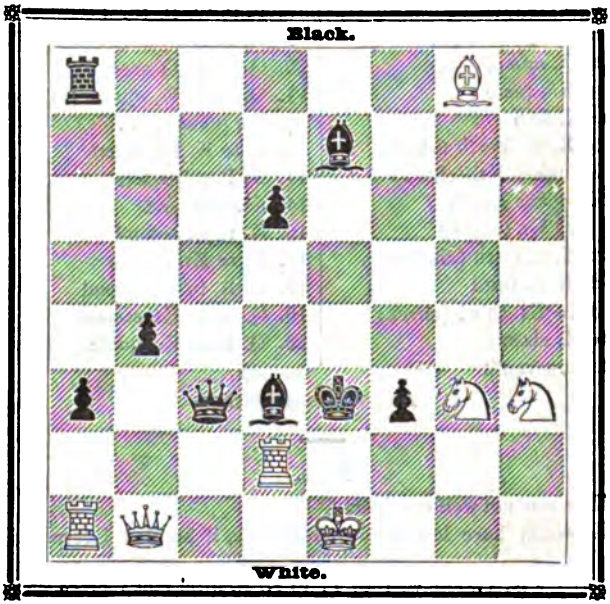
14. Q. takes Q.	14. P. takes Q.
15. Kt. to Q. fifth (check)	15. K. to Q. square
16. R. takes Kt.	

And wins.

(*e*) This hastens the catastrophe.

PROBLEM, No. 51.

By Herr Kling.



White playing first, to Mate in five moves.

Queen's Gambit Refused.

Game in a Match between Mr. G. W. MEDLEY and Mr. C. F. SMITH.

White. (Mr. G. W. M.)	*Black.* (Mr. C. F. S.)
1. P. to Q. fourth	1. P. to Q. fourth
2. P. to Q. B. fourth	2. P. to K. third
3. Q. Kt. to B. third	3. K. Kt. to B. third
4. P. to K. third	4. P. to Q. B. fourth
5. K. Kt. to B. third	5. Q. Kt. to B. third
6. P. to Q. R. third	6. P. to Q. R. third
7. P. to Q. Kt. third	7. P. to Q. Kt. third (*a*)
8. Q. B. to Kt. second (*b*)	8. P. takes Q. P.
9. K. Kt. takes P.	9. Kt. takes Kt.
10. Q. takes Kt.	10. K. B. to Q. B. fourth
11. Q. to K. R. fourth	11. Q. B. to Kt. second
12. P. takes Q. P.	12. Kt. takes P.
13. Q. to K. Kt. third	13. K. B. to his square
14. Q. Kt. to his fifth	14. Q. R. to Q. B. square (*c*)
15. Q. Kt. to Q. fourth	15. P. to Q. Kt. fourth
16. K. B. to K. second	16. Q. checks
17. K. to B. square (*d*)	17. Q. to Q. seventh
18. Q. R. to Q. Kt. square	18. Q. takes Q. B.
19. R. takes Q.	19. R. checks
20. B. interposes	20. R. takes B. (check)
21. K. to K. second	21. Kt. checkmates (*e*)

Notes.

(*a*) The opening is well and carefully played on both sides.

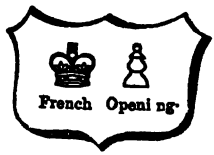
(*b*) The importance of thus bringing the Q.'s Bishop into play was first demonstrated in the celebrated match between Messrs. St. Amant and Staunton, and has since been acknowledged by all players of note who are acquainted with the openings on the Queen's side.

(*c*) It is not at all clear to us why this Kt. was not taken; White would certainly have got an attack, but hardly sufficient to compensate for such a sacrifice.

(*d*) It is pretty evident that playing P. to K. Kt. fourth would not have been wise—for suppose

17. P. to K. Kt. fourth	17. Kt. takes Kt.'s P.
18. P. takes Kt.	18. Q. takes P. (check)
19. K. moves	19. Q. takes B., &c.

(*e*) The end of this game is finished off very neatly.



Between the same Players.

White. (Mr. Smith.)	*Black.* (Mr. Medley.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. P. takes P.	3. P. takes P.
4. P. to Q. B. fourth	4. K. B. (checks)
5. Q. Kt. to B. third	5. K. Kt. to K. second
6. K. Kt. to B. third	6. Q. B. to K. Kt. fifth
7. K. B. to Q. third	7. Castles
8. Castles	8. Q. Kt. to B. third
9. B. takes P. (check)	9. K. to R. square
10. B. to Q. B. second	10. P. takes P.
11. Q. Kt. to K. fourth	11. Q. to Q. fourth
12. P. to K. R. third	12. B. takes Kt.
13. Q. takes B.	13. Kt. takes P.
14. Q. to Q. square	14. Kt. takes B.
15. Q. takes Kt.	15. Q. to Q. sixth
16. Q. to Q. R. fourth	16. Q. takes Kt.
17. Q. takes B.	17. Kt. to K. B. fourth
18. R. to K. square	18. Q. to Q. fourth
19. B. to K. B. fourth	19. Kt. to K. R. fifth
20. P. to K. B. third	20. Q. to Q. fifth (check)
21. B. to K. third	21. Q. to Q. sixth
22. B. to K. B. second	22. Kt. to K. Kt. third
23. Q. R. to Q square	23. Q. to K. B. fourth
24. Q. takes Q. B. P.	24. P. to Q. B. third
25. K. R. to K. fourth	25. Q. R. to Q. square
26. Q. R. to K. square	26. Q. to Q. fourth
27. Q. to Q. Kt. fourth	27. P. to Q. R. fourth
28. Q. to Q. B. third (*a*)	28. Q. to Q. seventh
29. Q. to Q. B. fifth	29. R. to Q. fourth
30. Q. to Q. B. fourth	30. Q. takes Q. Kt. P.
31. R. to K. eighth	31. R. takes R.
32. R. takes R. (check)	32. K. to R. second
33. Q. to K. Kt. fourth	33. Q. to Q. B. eighth (check)
34. B. to K. square	34. R. to K. Kt. fourth
35. Q. to K. fourth	35. Q. to K. B. fifth (*b*)
36. Q. to Q. B. second	36. Q. takes K. B. P.
37. B. to K. R. fourth	37. Q. to K. B. fourth

White. (Mr. S.)	*Black* (Mr. M.)
38. Q. takes Q.	38. R. takes Q.
39. B. to K. Kt. third	39. R. to Q. Kt. fourth
40. R. to K. second	40. P. to K. B. third
41. K. to K. B. second	41. Kt. to K. fourth
42. K. to K. third	42. R. to Q. fourth
43. K. to K. fourth	43. P. to K. Kt. third
44. K. to K. third	44. K. to Kt. second

And after a few moves, White surrendered.

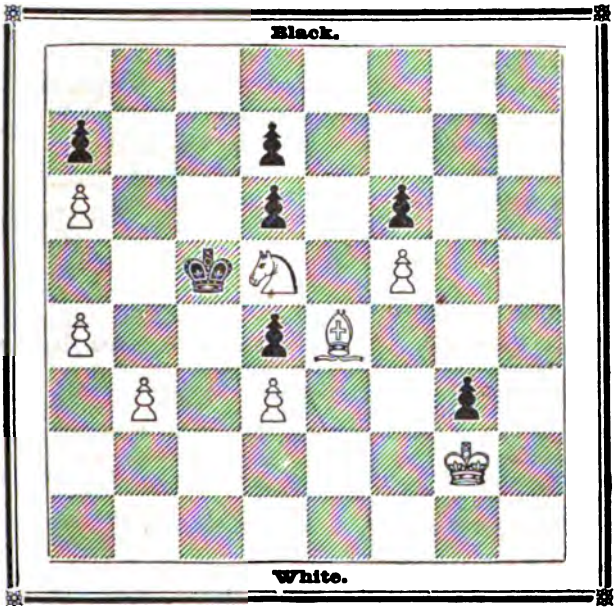
Notes.

(*a*) If he had taken the Q. Kt. P., Black would have won a P. in return, by playing R. to Q. Kt. square.

(*b*) Very well played. This move gives Black an advantage in position, which is not to be recovered.

PROBLEM, No. 52.

By Mr. A. Lulman, Holkham.



White to Mate in five moves.

Between Mr. C. R. M. T——t, and Mr. HAMPTON, two of the leading Amateurs in the St. George's Chess Club.

White. (MR. HAMPTON.)	*Black.* (Mr. T—T.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Q. Kt. P.
5. P. to Q. B. third	5. B. to Q. R. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. P. to Q. fifth	9. Q. Kt. to K. second
10. Q. B. to Kt. second	10. K. Kt. to B. third
11. P. to K. fifth	11. P. takes P.
12. K. Kt. takes P.	12. Castles (*a*)
13. Q. Kt. to B. third	13. Q. Kt. to K. Kt. third
14. Kt. takes Q. Kt.	14. K. B. P. takes Kt.
15. P. to K. R. third	15. Kt. to K. R. fourth (*b*)
16. B. to Q. R. third	16. R. to K. B. fifth (*c*)
17. Q. to her Kt. third	17. Q. to K. R. fifth
18. B. to K. second	18. Q. B. takes K. R. P. (*d*)
19. P. to Q. sixth (dis. check)	19. K. to R. square
20. Kt. to Q. fifth (*e*)	20. B. takes K. B. P. (check)

And wins.

Notes.

(*a*) Taking the Q.'s Pawn at this point gives the second player a bad game.

(*b*) Black now manages to get the attack in his own hands, and conducts it very cleverly to the close of the game.

(*c*) He might have taken the K. B. P. with his Rook, at least as advantageously we believe.

(*d*) Again we should have preferred R. takes K. B. P., but the move in the text is pretty conclusive.

(*e*) Kt. to K. fourth might have delayed the victory for a few moves.

MR. HORWITZ gives the odds of the Queen to a Lady.

(Remove White's Queen from the board.)

White. (Mr. H.)	*Black.* (Mrs. L.)
1. P. to K. fourth	1. P. to Q. fourth
2. P. takes P.	2. Q. takes P.
3. Q. Kt. to B. third	3. Q. to K. fourth (check)
4. K. B. to K. second	4. Q. B. to K. Kt. fifth
5. P. to K. B. third	5. B. to K. B. fourth
6. P. to Q. third	6. Q. Kt. to B. third
7. P. to K. Kt. fourth	7. B. to K. Kt. third
8. P. to K. B. fourth	8. Q. to K. B. third
9. P. to K. B. fifth	9. Q. to K. R. fifth (check)
10. K. to Q. square	10. Q. to K. B. seventh
11. P. takes B.	11. Q. to K. Kt. seventh
12. P. takes P. (check)	12. K. takes P.
13. B. to K. B. third (*a*)	13. Q. to B. eighth (check)
14. K. to Q. second	14. R. to Q. square
15. P. to K. R. fourth	15. K. Kt. to B. third
16. Kt. to K. R. third	16. Q. takes R. (*b*)
17. Kt. to Kt. fifth (check)	17. K. to Kt. square
18. B. takes Q.	18. K. Kt. takes P.
19. B. to Q. fifth (check)	19. R. takes B.
20. Kt. takes R.	20. P. to K. R. third
21. K. Kt. to K. sixth	21. P. to K. Kt. fourth
22. P. to K. R. fifth	22. R. to K. R. second
23. P. to Q. Kt. fourth	23. R. to K. B. second
24. B. to Q. Kt. second	24. R. to K. B. seventh (check)
25. K. to Q. B. third	25. R. to K. R. seventh
26. Q. Kt. takes Q. B P.	26. R. takes R. P.
27. P. to Q. Kt. fifth	27. Kt. to Q. R. fourth
28. R. to K. B. square	28. B. to Kt. second (check)
29. Kt. takes B.	29. K. takes Kt.
30. Kt. to K. sixth (check)	30. K. to R. second
31. R. to B. seventh (check)	31. K. to K. Kt. square
32. R. to Kt. seventh (check)	32. K. to R. square

White. (Mr. H.)	*Black.* (Mrs. L.)
33. R. takes K. P.	33. R. to K. R. seventh
34. K. to Q. Kt. fourth (check)	34. K. to Kt. square
35. R. to K. Kt. seventh (check)	35. K. to R. square
36. R. to K. Kt. sixth (check)	36. K. to R. second
37. Kt. to B. eighth	

Mate.

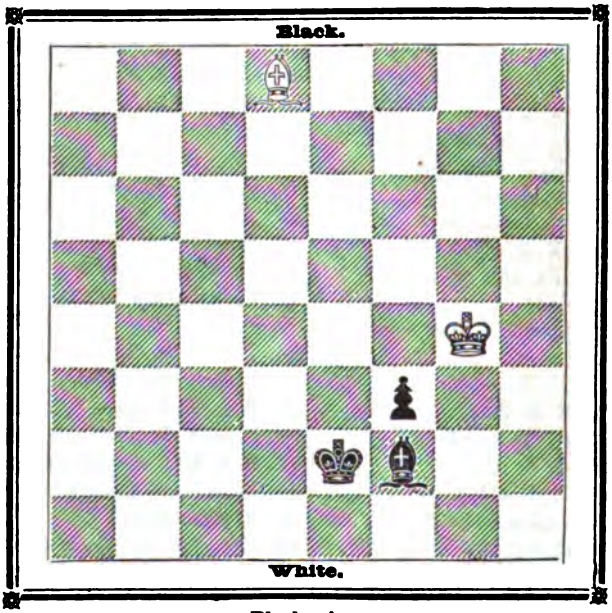
Notes.

(*a*) This portion of the contest is very lively and interesting.
(*b*) No move could save the Queen.

Subtleties for the Scientific.

No. 5.

By Herr Kling.



Black wins.

The game which follows, is a careless, dashing little affair, between Messrs. HARRWITZ and S——s.

White. (Mr. S.)	*Black.* (Mr. H.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. P. to Q. B. third	3. P. to K. B. fourth
4. P. takes P.	4. P. to K. fifth
5. Q. to K. second	5. P. to Q. fourth
6. P. to Q. B. fourth	6. K. B. to K. second
7. K. Kt. to his square (*a*)	7. Q. Kt. to Q. fifth
8. Q. to Q. square	8. Q. B. takes P.
9. P. takes Q. P.	9. P. to K. sixth (*b*)
10. Q. to her R. fourth (check)	10. Q. to Q. second
11. Q. takes Kt.	11. B. takes Q. Kt.
12. R. takes B.	12. Q. to K. B. fourth (*c*)
13. Q. to Q. third	13. P. takes K. B. P. (check)
14. K. to Q. square	14. Q. takes Q.
15. B. takes Q.	15. P. takes Kt. and "Queens."
16. R. takes Q.	16. Castles
17. K. B. (checks)	17. K. to Kt. square
18. B. to K. sixth	18. K. Kt. to B. third
19. P. to Q. third	19. B. to Q. B. fourth
20. R. to B. square	20. Kt. takes P.
21. B. takes Kt.	21. R. takes B.
22. R. to B. seventh	22. R. takes P. (check)
23. K. to Q. B. second	23. K. R. to Q. square
24. R. takes K. Kt. P.	24. Q. R. to Q. second square
25. R. takes R.	25. R. takes R.
26. B. to Q. second	

And the game was drawn.

Notes.

(*a*) When driven to retreat thus early in the conflict, you may be sure your game has been badly opened.

(*b*) This is very clever, although at first sight it appears like sacrificing the Kt. for nothing.

(*c*) Now Black exacts an ample compensation for his captured Knight.

Mr. Staunton gives the K. B. P. to Mr. C. Forth. This game, played in 1843, is taken from the MS. collection of the late Mr. C Forth.

Remove Black's K. B. P. from the board.

White. (Mr. F.)	*Black.* (Mr. S.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. Q. Kt. to B. third
3. P. to Q. fifth	3. Kt. to K. fourth
4. P. to K. B. fourth	4. Q. Kt. to K. B. second
5. P. to K. fifth	5. P. to K. third
6. P. takes P.	6 P. takes P.
7. Q. takes Q. (check)	7. Kt. takes Q.
8. Q. Kt. to B. third	8. K. B. to Q. B. fourth
9. K. Kt. to B. third	9. K. Kt. to K. second
10. Q. Kt. to his fifth	10. K. B. to Q. Kt. third
11. Q. B. to K. third (*a*)	11. B. takes B.
12. Kt. takes Q. B. P. (check)	12. K. to Q. second
13. Kt. takes Q. R.	13. P. to Q. Kt. third
14. K. B. checks	14. Q. Kt. to B. third
15. Q. R. to Q. square (check)	15. K. to his square
16. Q. Kt. to B. seventh (check)	16. K. to B. square
17. B. takes Kt.	17. Kt. takes B.
18. K. Kt. to his fifth	18. K. to his second
19. P. to K. Kt. third	19. Kt. takes K. P. (*b*)
20. K. to his second (*c*)	20. Kt. to Kt.'s fifth;
21. P. to K. R. third	21. Kt. to K. B. seventh
22. K. takes B.	22. Kt. takes K. R.
23. R. takes Kt.	23. P. to K. R. third
24. K. Kt. to B. third	24. B. to Q. Kt. second
25. R. to K. R. second (*d*)	25. P. to Q. R. third
26. K. Kt. to Q. fourth.	26. B. to his square
27. P. to K. B. fifth	27. P. takes P.
28. Q. Kt. to Q. fifth (check)	28. K. to Q. third
29. Q. Kt. takes Q. Kt. P.	29. B. to Q. Kt. second
30. K. Kt. takes K. B. P. (check)	30. K. to Q. B. fourth
31. Kt. to Q. R. fourth (check)	31. K. to Q. Kt. fifth
32. Kt. to Q. B. third	32. R. to K. square (check)
33. K. to Q. third	33. R. to Q. square (check)
34. K. Kt. to Q. fourth	34. K. to B. fourth
35. Q. Kt. to K. second	35. B. to K. B. sixth
36. K. to his third	36. B. to Q. fourth

The game was prolonged for many moves, and ultimately won by White

[*Notes.*

Notes.

(*a*) A daring move, but White seems to have well considered all consequences, before he ventured it.

(*b*) This looks very well at first sight, but it was evidently played, like the rest of the game, with very little attention on Black's part.

(*c*) The best reply.

(*d*) Anticipating Black's moving his R. to Q. B. square.

Between Messrs. E. WILLIAMS and J. BROWN.

White. (Mr. E. W.)	*Black.* (Mr. J. B.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. B. to Q. Kt. fifth	3. B. to Q. B. fourth (*a*)
4. P. to Q. B. third	4. K. Kt. to B. third
5. B. takes Q. Kt. (*b*)	5. Q. Kt. P. takes B.
6. Kt. takes K. P.	6. Kt. takes K. P.
7. P. to Q. fourth	7. B. to Q. Kt. third
8. Q. to K. second	8. Q. to K. second
9. Q. takes Kt.	9. P. to K. B. third
10. P. to K. B. fourth	10. Castles
11. Castles	11. Q. B. to Q. R. third
12. R. to K. square	12. Q. R. to K. square
13. Q. Kt. to Q. second	13. P. takes K. Kt.
14. B. P. takes P.	14. P. to Q. third
15. Kt to K. B. third	15. P. takes P.
16. Kt. to K. Kt. fifth	16. P. to K. Kt. third
17. Q. takes Q. B. P.	17. P. takes Q. P. (*c*)

And White abandoned the game.

Notes.

(*a*) See the article on Ruy Lopez Knight's game in the present and preceding number.

(*b*) Hardly so good as Q. to K. second.

(*c*) This is very neat and quite conclusive.

Game between Messrs. Lowe and E. Williams.

White. (Mr. W.)	*Black.* (Mr. L.)
1. P. to Q. fourth	1. P. to Q. fourth
2. P. to Q. B. fourth	2. P. to K. third
3. Q. Kt. to B. third	3. K. Kt. to B. third
4. P. to K. third	4. P. to Q. B. fourth
5. K. Kt. to B. third	5. Q. Kt. to B. third
6. K. B. to Q. third	6. K. B. to Q. third
7. Castles	7. Q. B. P. takes P.
8. K. P. takes P.	8. Castles
9. P. to Q. R. third	9. P. to Q. R. third
10. P. to Q. B. fifth	10. K. B. to Q. B. second
11. Q. B. to K. Kt. fifth	11. P. to K. R. third
12. Q. B. to R. fourth	12. P. to K. Kt. fourth
13. Kt. takes K. Kt. P.	13. P. takes Kt.
14. B. takes P.	14. K. to Kt. second
15. K. B. to Q. B. second	15. K. R. to R. square
16. P. to K. B. fourth	16. Q. Kt. to K. second
17. K. R. to B. third	17. Q. Kt. to K. Kt. third
18. P. to K. Kt. third	18. Q. to K. Kt. square
19. P. to K. B. fifth	19. K. Kt. to R. second
20. Q. to Q. second	20. P. to K. B. third (*a*)
21. Q. B. to R. sixth (check)	21. K. to B. second
22. P. takes Kt. (check)	22. K. to K. second
23. P. takes Kt.	23. Q. to B. second
24. R. takes P.	24. Q. takes R. (*b*)
25. Q. B. to Kt. fifth	

And wins.

Notes.

(*a*) Black should have taken the Bishop with his Kt., and then, despite his opponent's attack, having a Piece more, he might have fought through his difficulties triumphantly.

(*b*) Had he taken with the King, Mate would evidently have followed on the move.

CHESS IN GERMANY.

Continuation of the Games played between MESSRS. ANDERSSEN and HARRWITZ, of Breslau.

White. (Mr. H.)	*Black.* (Mr. A.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. B. to Q. B. fourth	3. Q. to K. R. fifth (check)
4. K. to B. square	4. P. to K. Kt. fourth
5. Q. Kt. to B. third	5. K. B. to Kt. second
6. P. to Q. fourth	6. K. Kt. to K. second
7. K. Kt. to B. third	7. Q. to K. R. fourth
8. P. to K. fifth	8. P. to K. Kt. fifth
9. K. Kt. to his square	9. P. to K. B. sixth
10. P. takes K. B. P.	10. P. takes P.
11. Q. takes P.	11. Q. takes Q. (check)
12. K. Kt. takes Q.	12. P. to Q. Kt. third
13. K. R. to Kt. square	13. K. B. to his square (*a*)
14. K. Kt. to his fifth	14. Q. B. to Q. R. third
15. B. takes B.	15. Q. Kt. takes B.
16. Q. Kt. to K. fourth	16. K. Kt. to his square
17. K. Kt. takes K. R. P.	17. R. takes Kt.
18. R. takes Kt.	18. Castles
19. B. to K. Kt. fifth	19. B. to K. second
20. R. takes R. (check)	20. B. takes R.
21. B. takes B.	21. K. takes B.
22. K. to Kt. second. (*b*)	22. R. to his fifth
23. R. to K. square	23. Kt. to his fifth
24. P. to Q. B. third	24. Kt. to Q. sixth
25. R. to K. second	25. K. to his second (*c*)
26. K. to Kt. third	26. R. to his square
27. P. to K. R. fourth	27. P. to Q. B. fourth
28. R. to Q. second	28. P. to Q. B. fifth
29. P. to Q. Kt. third	29. R. to K. Kt. square (check)
30. Kt. to Kt. fifth	30. P. to Q. Kt. fourth
31. R. to Q. square (*d*)	31. P. to Q. third
32. P. takes P. (check)	32. K. takes P.
33. R. to K. B. square	33. P. to Q. Kt. fifth (*e*)
34. K. to B. third.	34. R. takes Kt. (*f*)

White. (Mr. H.)	*Black.* (Mr. A.)
35. P. takes R.	35. Q. Kt. P. takes P.
36. K. to his third	36. P. to Q. B. seventh
37. K. to Q. second	37. P. to Q. B. eighth "Queens."
38. R. takes Q.	38. Kt. takes R.
39. K. takes Kt.	39. P. takes Q. Kt. P.
40. P. to Q. R. fourth (*g*)	40. P. to Q. R. fourth
41. K. to Q. Kt. second	41. K. to Q. fourth
42. K. to B. third	42. P. to Q. Kt. seventh
43. K. takes P.	43. K. takes P.
44. K. to Kt. third	44. K. to Q. sixth
45. K. to Kt. second	45. K. to B. fifth
46. K. to B. second	46. K. to Kt. fifth
47. K. to Kt. second	47. K. takes P.
48. K. to B. third	48. K. to Kt. fourth
49. K. to Kt. third	49. K. to B. fourth
50. K. to R. fourth	50. K. to Q. fourth

And White surrendered.

Notes.

(*a*) Owing to the somewhat objectionable line of defence adopted by Black, at his sixth and eighth moves, his game is very ill-developed, while his opponent has nearly all his forces in the field.

(*b*) With a Pawn more than his adversary, and that a passed one, and with a good position also, it is surprising so careful a player as Mr. Harrwitz should have missed the road to victory.

(*c*) Kt. to K. B's fifth (check), would have led only to an exchange of Rooks, which, considering White's passed Pawn, Mr. A. did wisely in declining.

(*d*) K. to Kt. fourth, for the purpose of afterwards going to B.'s fifth, appears to us much better play.

(*e*) This is ingenious. Black has now three Pawns *en prise*, but his opponent can take none of them without danger.

(*f*) Secure of regaining the "exchange" again, through his Pawns on the Q.'s side.

(*g*) Better to have taken the Pawn at once, we believe.

Between the same Players.

White (Mr. A.)	*Black.* (Mr. H.)
1. P. to Q. fourth	1. P. to Q. fourth
2. P. to Q. B. fourth	2. P. to K. third
3. P. to K. third	3. P. to Q. B. fourth
4. Q. Kt. to B. third	4. K. Kt. to B. third
5. K. Kt. to B. third	5. Q. Kt. to B. third
6. P. to Q. R. third	6. P. to Q. R. third
7. P. to Q. Kt third	7. P. to Q. Kt. third (*a*)
8. Q. B. to Kt. second	8. P. takes Q. P.
9. K. P. takes P.	9. K. B. to Q. third
10. K. B. to Q. third	10. Q. B. to Kt. second
11. Q. R. to Q. B. square	11. Q. Kt. to K. second
12. Q. Kt. to K. second	12. Q. P. takes P.
13. Q. Kt. P. takes P.	13. Q. B. takes Kt.
14. P. takes B.	14. Castles
15. P. to K. R. fourth	15. K. Kt. to K. R. fourth
16. Q. to K. second	16. Q. Kt. to K. Kt. third
17. K. to B. square	17. P. to K. B. fourth
18. Q. to K. third	18. Q. Kt. to K. B. fifth
19. K. B. to Q. Kt. square	19. Q. to K. second
20. P. to Q. B. fifth	20. P. takes P.
21. P. takes P.	21. B. to Q. B. second
22. Kt. to Q. fourth	22. K. to R. square
23. Kt. takes K. B. P. (*b*)	23. R. takes Kt.
24. B. takes R.	24. Q. to her second (*c*)
25. B. takes K. P. (*d*)	25. Q. takes B.
26. Q. takes Q.	26. Q. Kt. takes Q.
27. K. R. to K. Kt. square	27. R. to Q. Kt. square
28. Q. R. to Q. B. second	28. K. Kt. to K. B. fifth
29. Q. R. to Q. second	29. B. to Q. R. fourth
30. Q. R. to B. second	30. P. to K. R. fourth
31. B. to Q. B. square	31. R. to Q. Kt eighth
32. K. R. to Kt. fifth	32. Q. Kt. takes R.
33. P. takes Kt.	33. Kt. to Q. sixth
34. K. to K. second	34. R. takes B.

And wins.

[*Notes.*

Notes.

(*a*) Up to this point the moves are precisely the same on both sides.
(*b*) B. takes K. B. P. appears to us both safer and stronger play.
(*c*) Threatening a terrible check at her Kt. fourth
(*d*) P. to Q. B. sixth seems unavailing, since Black would reply by moving his Q. to her fourth, still threatening the check at Kt. fourth; and B. to Q. Kt. square again would evidently be fatal—*e. g.*

25. B. to Q. Kt. square	25. Q. to her Kt. fourth (check)
26. K. to Kt. square (best)	26. Q. Kt. to K. seventh (check)
27. K. to Kt. second	27. K. Kt. (check's)
28. K. to B. square	28. Kt. takes R. (*dis. check*)

And wins easily.

Between the same Players.

White. (Mr. A.)	*Black* (Mr. H.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. P. to Q. fourth	2. P. takes P.
3. K. Kt. to B. third	3. P. to K. fourth
4. B. to Q. B. fourth	4. Q. Kt. to B. third
5. K. Kt. to his fifth	5. K. Kt. to R. third
6. P. to K. B. fourth	6. P. to Q. third
7. Castles	7. Q. B. to K. Kt. fifth
8. B. takes K. B. P. (check)	8. K. to K. second
9. Q. to K. square (*a*)	9. Kt. takes R.
10. P. takes K. P.	10. K. Kt. takes P. (*b*)
11. P. to Q. B. third	11. P. to Q. sixth
12. P. to K. R. third	12. B. to K. third
13. B. to K. third	13. K. to Q. second
14. Kt. to Q. second	14. B. to K. second
15. Kt. takes Q. B.	15. K. takes Kt.
16. Q. to her square	16. K. to Q. second
17. B. to Q. fourth	17. B. to his third
18. P. to Q. Kt. fourth	18. Kt. takes B.
19. P. takes Kt	19. Kt. to Q. B. third
20. Q. to K. Kt. fourth (check)	20. K. to Q. B. second
21. Q. R. to B. square	21. B. takes Q. P. (check)
22. K. to R. square	22. K. to Kt. square

White. (Mr. A.)	*Black.* (Mr. H.)
23. Kt. to Q. Kt. third	23. B. to his third
24. R. takes Kt. (*c*)	24. P. takes R.
25. P. to K. fifth	25. B. takes P. (*d*)
26. Kt. to Q. R. fifth	26. Q. to K. square
27. Q. to her B. fourth	27. P. to Q. B. fourth
28. Q. to her fifth	

And Black resigned.

Notes.

(*a*) This opening is very recklessly played by Mr. Andersen.

(*b*) Black has now gained a clear Piece, without suffering any serious loss in position. With such advantage, ordinary care must have insured him the game.

(*c*) Black sees his only chance consists in some daring stroke, and here, as often happens, fortune favours the brave.

(*d*) An error. He should have taken with the P., as the following variation will shew.

	25. P. takes P.
26. Kt. to Q. R. fifth	26. Q. to her fourth
27. R. to Q. B. square	27. K. R. to Q. B. square
28. R. to Q. B. fifth	28. Q. to her third
29. Q. to K. fourth	29. P. to Q. seventh

And Black must win.

CHESS IN AMERICA.

Irregular Opening.

Continuation of the Games in the match at New Orleans, between Messrs. STANLEY and ROUSSEAU.

TWENTY-FOURTH GAME.

White. (Mr. ROUSSEAU.)	*Black.* (Mr. STANLEY.)
1. P. to Q. fourth	1. P. to K. third
2. P. to Q. B. fourth	2. P. to Q. fourth
3. P. to K. third	3. K. Kt. to B. third
4. Q. Kt. to B. third	4. P. to Q. B. fourth
5. K. Kt. to B. third	5. Q. Kt. to B. third
6. P. to Q. R. third	6. P. to Q. R. fourth
7. K. B. to Q. third	7. Q. P. takes P.
8. K. B. takes P.	8. P. takes Q. P.
9. P. takes P.	9. K. B. to K. second
10. Castles	10. Castles

White. (Mr. R.)	*Black.* (Mr. S.)
11. Q. B. to K. third	11. K. Kt. to Q. fourth
12. Q. to her B. second	12. P. to K. B. fourth
13. Q. R. to Q. square	13. P. to K. B. fifth
14. Q. B. to his square	14. Q. R. to Q. Kt. square
15. Q. to K. fourth	15. K. to K. R. square (*a*)
16. K. B. takes Kt.	16. P. takes B.
17. Q. takes Q. P. (*b*)	17. Q. B. to K. Kt. fifth
18. Q. R. to Q. third	18. B. takes Kt.
19. P. takes B. (*c*)	19. B. to Q. third
20. Q. Kt. to K. fourth	20. B. to Q. B. second
21. Q. takes Q. (*d*)	21. Q. R. takes Q.
22. K. R. to Q. square	22. K. R. to K. B. fourth
23. P. to Q. Kt. third	23. K. R. to Q. fourth
24. Q. B. to Q. Kt. second	24. B. to Q. Kt. third
25. K. to B. square	25. P. to K. R. third
26. K. to K. second	26. B. takes Q. P.
27. P. to Q. Kt. fourth	27. P. takes P.
28. P. takes P.	28. P. to Q. Kt. fourth
29. Kt. to Q. B. fifth	29. R. takes Kt. (*e*)
30. B. takes B. (*f*)	30. Q. R. to K. square (check)
31. K. to B. square	31. K. R. to Q. B. fifth (*g*)
32. B. to Q. R. square	32. Q. R. to K. second
33. B. to Q. Kt. second	33. Kt. takes P.
34. Q. R. to Q. seventh	34. Kt. to B. third
35. R. takes R.	35. Kt. takes R.
36. R. to Q. seventh	36. Kt. to K. B. fourth
37. R. to Q. fifth	37. R. to Q. Kt. fifth
38 B. to Q. B. third	38. R. to Q. Kt. eighth (check)
39. K. to Kt. second	39. Kt. to R. fifth (check)
40. K. to R. third	40. Kt. takes P.
41. R. to Q. seventh	41. R. to K. Kt. eighth
42. R. to Q. third	42. Kt. to Kt. fourth (check)
43. K. to K. R. fourth	43. Kt. to K. fifth
44. P. to K. B. third	44. Kt. to K. Kt. fourth
45. K. to K. R. fifth	45. K. to R. second
46. B. to K. fifth	46. Kt. to K. third (*h*)
47. R. to Q. second	47. R. to Kt. fourth (check)
48. K. to R. fourth	48. R. takes B.
49. P. to K. R. third	49. R. to Kt. fourth
50. R. to Q. sixth	50. R. to Kt. third
51. K. to R. fifth	51. Kt. to B. square
52. R. to Q. eighth	

And Black mates in two moves.

[*Notes*

Notes.

(*a*) The loss of one-or other of the Pawns was inevitable.

(*b*) Not with the Q. Kt. on account of Black replying with Q. B. to K. B. fourth

(*c*) Taking with the Rook would not have been prudent; for suppose—

19. R. takes B.	19. Kt. takes Q. P.
20. R. takes P. (if)	20. Kt. to K. seventh (check) &c.

(*d*) Exchanging Queens at this moment was injudicious, because it enabled Black to accumulate his forces upon the isolated Queen's Pawn, and thus keep his opponent upon the defensive for many moves.

(*e*) Very well played. This move deserves to win the game.

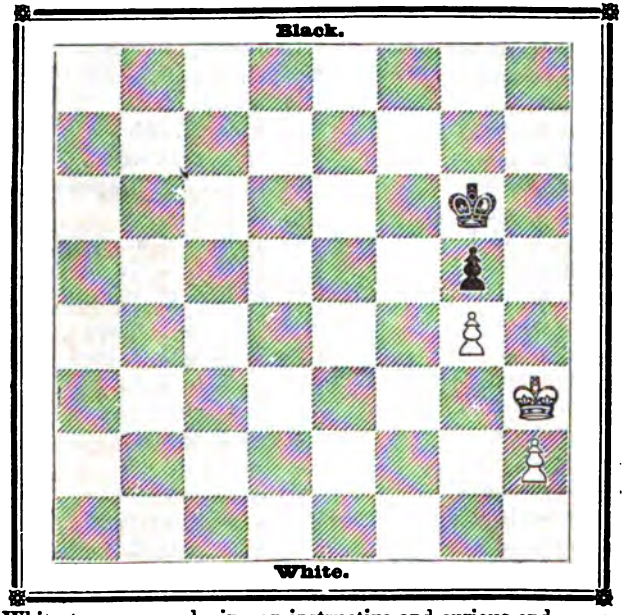
(*f*) Had he taken the Rook, Black would have checked with the remaining R. at K. square, and then have taken his Bishop with Bishop.

(*g*) R. to K. R. fourth would, perhaps, have been still better.

(*h*) This is decisive; for if White attempt to save his Bishop, Black, by playing R. to K. Kt. seventh, must mate him in a move or two, play as he can.

PROBLEM, No. 53.

By Herr Kling.



White to move, and win; an instructive and curious end-game.

Between the same Players.

White. (Mr. S.)	*Black.* (Mr. R.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. K. Kt. to B. third	2. P. to K. third
3. P. to Q. fourth	3. P. to Q. fourth
4. K. P. takes P.	4. K. P. takes P.
5. P. to Q. B. fourth	5. Q. B. P. takes Q. P.
6. K. Kt. takes P.	6. Q. Kt. to B. third
7. Kt. takes Kt.	7. P. takes Kt.
8. P. takes P.	8. K. B. to Q. Kt. fifth (check)
9. Q. B. to Q. second	9. B. takes B. (check)
10. Q. takes B.	10. K. Kt. to K. second
11. P. takes P. (*a*)	11. Q. takes Q. (check)
12. Kt. takes Q.	12. Kt. takes P.
13. K. B. to Q. Kt. fifth	13. B. to Q. Kt. second
14. Q. R. to B. square	14. Q. R. to B. square
15. Castles (*b*)	15. Castles
16. P. to Q. R. third	16. Kt. to Q. fifth
17. B. to Q. B. fourth	17. Q. R. to B. second
18. R. to Q. B. third	18. K. R. to Q. B. square
19. K. to R. square	19. K. to B. square
20. P. to K. R. third	20. Q. R. to B. fourth
21. K. to R. second	21. Q. R. to K. Kt. fourth
22. R. to K. Kt. third (*c*)	22. Q. R. to Q. B. fourth
23. P. to Q. Kt. third	23. Kt. to K. B. fourth
24. R. to Q. third	24. Q. R. to Q. B. third
25. K. R. to Q. square (*d*)	25. K. R. to K. Kt. third
26. Kt. to K. B. third	26. B. takes Kt.
27. Q. R. takes B.	27. Kt. to Q. third
28. R. takes Kt. (*e*)	28. R. takes R.
29. R. takes P. (check)	29. K. to his square
30. R. takes Q. R. P. (*f*)	30. P. to K. Kt. fourth
31. R. takes K. R. P.	31. K. R. to Q. B. fourth
32. R. to K. R. fifth (*g*)	32. Q. R. to Q. fifth (*h*)
33. P. to Q. R. fourth	33. K. R. to K. B. fourth
34. K. to Kt. third	34. K. to his second

White. (Mr. S.)	*Black.* (Mr. R.)
35. P. to K. R. fourth (*i*)	35. P. takes P. (check)
36. R. takes P.	36. K. R. to Kt. fourth (check)
37. K. to R. third	37. Q. R. takes R. (check)
38. K. takes R.	38. R. takes K. Kt. P.
39. P. to K. B. fourth	39. K. to B. third
40. P. to Q. R. fifth	40. K. to B. fourth
41. K. to R. third	41. R. to Q. R. seventh
42. P. to Q. R. sixth	42. K. takes P.
43. P. to Q. Kt. fourth	43. R. to Q. R. sixth (check)
44. K. to R. second	44. K. to his fourth
45. P. to Q. Kt. fifth	45. K. to Q. third
46. P. to Kt. sixth	46. K. to B. third
47. P. to Kt. seventh	47. K. to B. second
48. K. to Kt. second	48. K. to Q. Kt. square

And the game was declared Drawn.

Notes.

(*a*) Mr. Rousseau managed ill to lose a Pawn so early in an opening of this description.

(*b*) Kt. to Q. B. fourth, threatening to go to Q.'s sixth, appears to be more likely to keep up the attack, but in that case, Black might play his K. to K. second, and speedily get out of danger.

(*c*) All this portion of the game is well played by both parties, and will repay examination.

(*d*) We cannot at the moment see any objection to White's now taking the K. B. P. with his B.

(*e*) Gaining a Kt. and three Pawns for the Rook, an advantage sufficient, with proper care afterwards, to insure the game, we should think.

(*f*) He should rather have taken the K. Kt. P., but either way, the victory seems in his hands.

(*g*) We should have perferred keeping the adverse King at home, and quietly playing P. to Q. R. fourth

(*h*) This is to prevent the threatened advance of the P. to K. B. fourth, or P. to K. R. fourth.

(*i*) A grave miscalculation, which Black is not slow in turning to good account.

CHESS IN BORNEO.

(*From Rajah Brooke's Journal.*)

I HAVE been engaged in watching some of the head men amusing themselves at Chess, which is a favorite game with them. They are really skilful in playing it after their own fashion. It is called *main chatur*, or game of chequers. The King is the *rajah*; the Queen *mautri*, or minister; the Bishop, *gajah*, or elephant; the Knight, *kudah*, or horseman; the Castle, *tor*, or chariot; and the Pawn, *bidah*, or foot-soldier. The check is expressed by *asah*, and checkmate, by *mati*. So far it resembles the nomenclature of other Malay countries. Crawford informs us that the Javanese are hardly acquainted with the game, save by report, which certainly goes far to shew that it was not introduced by the Hindoos; whilst the Malays are passionately attached to it, having in more recent times acquired it from the Telingas, who, from the evidence of language, must have taken it from the Persians, the names being in that language. For instance, "*chatur*," the name of the game, is Persian, and not Indian; "*sah*," check, is the Persian word "*shah*," and the only way in which the Indian Islanders can pronounce it; "*bidah*," a Pawn, is but a corruption of "*piadah*," a foot-soldier; and "*mat*," is the true Persian word for checkmate, borrowed by ourselves, and more correctly by the French. These are Crawford's reasons, and very substantial ones, not only to prove that Chess was not introduced by the Hindoos into the Archipelago, but that they have no title to the invention of that noble game; and, as he adds, "Sir William Jones acknowledges that no account of such a game exists in the writings of the Brahmans." I can see little to oppose to this reasoning; and I think it may be pronounced that Chess, having been invented in Persia, travelled thence to India, and, subsequently, from the Telinga country to the Archipelago.

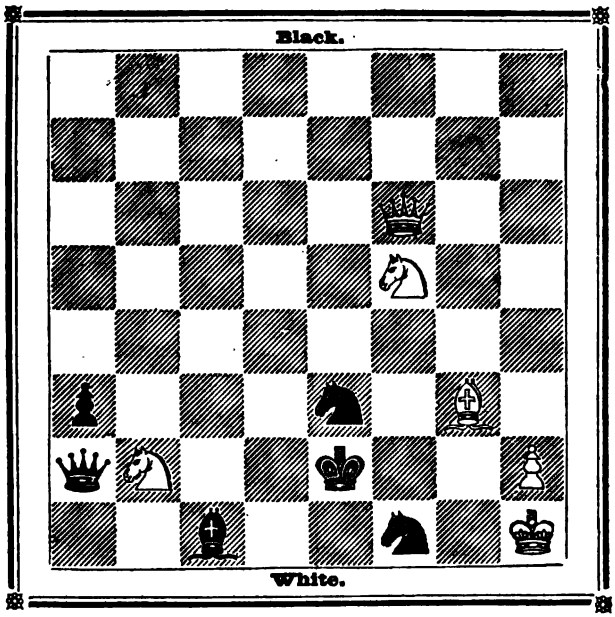
I am unacquainted with the game as played by the Persians; but, as neither Marsden nor Crawford describes the Malay method, which differs considerably from that of Europe, I shall here insert it. The board is placed in the same way, and the Queens stand to the right of their respective Kings, which brings each Queen opposite to her adverse King. This is the only difference in placing the pieces. The moves are precisely similar to our own, with the exception of the King's. The King, when checked for the first time, has the right of making the Knight's move, or to move two squares. After this sally, he is reduced to the *same powers* as a *European King*. This first move (in which he can of course take), on being checked, alters the game considerably, as one great object then becomes to prevent the check of your own King early in the game, and to gain a check of your adversary. The usual, and apparently the most approved, method amongst them, is to open the game from the Queen's Castles Pawn, and, pushing out the Queen's Knight's and the Queen's Bishop's Pawns, to manœuvre the Queen behind them. It appears to me that all this greatly cramps the game, in some measure, renders it more *tricky*, and prevents the real strength of the various pieces from being fully developed, in order to guard against a check; for it will be evident, if the King be once checked, he is deprived of one great advantage which your adversary still holds. Castling is not allowed except in two moves, the first being the Castle's move up

to the King, and on the King receiving a check, he can exercise his right of jumping to the inside of the Castle.

The remaining difference in the game is the play of the Pawns: a Pawn, moved out, cannot pass an adversary's Pawn, his first move being restricted to one square in this case; and a Pawn having been pushed up into the adversary's game, he cannot call a piece except on the Castle's square, and the Pawn, arriving at the other squares, being obliged, before he gains a Queen or piece, to make two extra moves; for instance, should a Pawn have arrived at the Queen's Bishop's square, he may gain a Queen or other piece by moving to the Knight's square; and lastly, to the Castle's first square, or, at his option, to the Knight's first square, and then, optional, either to the Bishop's second or the Castle's second, or else to the Queen or King's first, or Queen's first and King's second. In fact, this is a delay rather than a prevention, as, from the number of squares which may be taken, it is extremely difficult to guard them all. I have played several games, and made many inquiries, but have not yet discovered any other difference in the Bornean and European games.

PROBLEM, No. 54.

By Mr. M'G—r.



White to play, and Mate in four moves.

MAJOR JAENISCH ON RUY LOPEZ KNIGHT'S GAME.

(*Continued from page* 221.)

(C)

White.	*Black.*
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. Kt. fifth	3. P. to K. B. fourth
4. P. to Q. fourth	4. K. B. P. takes K. P. (best)
5. B. takes Kt. (*a*)	5. Q. P. takes B.
6. Kt. takes K. P.	6. Kt. to K. B. third
7. Castles	7. K. B. to Q. third
8. Q. to K. second (*b*)	8. Castles
9. Q. to Q. B. fourth (check)	9. K. Kt. to Q. fourth
10. Q. Kt. to Q. B. third	10. Q. B. to K. third
If 11. Q. Kt. takes P.	11. Kt. to K. B. fifth
12. Q. to Q. R. fourth	12. P. to Q. Kt. fourth
13. Q. to Q. R. fifth	13. Kt to K. seventh (check)
14. K. to R. square	14. Kt. takes Q. P.

With a good game.

(D)

White.	*Black.*
1. P. to K. fourth	1. P. to K fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. Kt. fifth	3. P. to K. B. fourth
4. P. to Q. third	4. P. to Q. third (best)
5. P. to Q. fourth	5. B. to Q. second (*a*)
6. B. takes Kt.	6. Q. Kt. P. takes B. (*b*)

(*a*) If	5. Kt. takes K. P.	5. Kt. takes Kt.
	6. P. takes Kt.	6. P. to Q. B. third

And gains a Pawn next move by checking at Q. R. fourth.

(*b*) If	8. Q. Kt. to B. third	8. Castles
	9. B. to K. Kt. fifth	9. Q. B. to K. B. fourth
	10. Q. to K. second	10. K. R. to K. square

With a good game.

(*a*)	If 5. K. B. P. takes P.
White wins by	
6. Kt. takes K. P.	6. P. takes Kt.
7. Q. to K. R. fifth (check)	
But would gain nothing by	
6. P. to Q. fifth	
(*b*)	If 6. B. takes B.
7. P. takes K. B. P.	7. P. to K. fifth
8. Kt. to K. Kt. fifth	8. Kt. to K. B. third
9. Kt. to K. sixth	9. Q. to K. second
10. Q. Kt. to B. third	10. P. to Q. fourth
11. Q. B. to K. Kt. fifth	

With a good game.

White.	*Black.*
7. Q. P. takes K. P.	7. K. B. P. takes K. P.
8. Kt. to K. Kt. fifth	8. Q. B. to K. B. fourth
9. P. to K. sixth	9. B. to K. Kt. third
10. P. to K. B. third	10. Kt. to K. B. third
11. Q. Kt. to B. third	11. P. to Q. fourth
12. K. B. P. takes P.	12. Kt. takes P.
13. K. Kt. takes Kt.	13. P. takes Kt.
14. Q. B. to K. Kt. fifth	14. K. B. to K. second
15. B. takes B.	15. Q. takes B.
16. Q. to K. Kt. fourth	16. Castles on K. side
17. Castles on Q. side	17. Q. B. to K. B. fourth

Black has a good game. This variation bears a strong resemblance to Mr. Heydebrant's continuation of the Philidor Counter-gambit, but differs from it in that it appears to afford Black a good defence.

IV.

We now come to the defence given by Dal Rio, Ponziani, and Lewis, as the best answer to the Lopez attack, viz.:—

White.	*Black.*
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. Kt. fifth	3. K. B. to Q. B. fourth

These authors deduce from it the false conclusion, that the Lopez attack removes White's Bishop from his best line of direction, without any compensating advantage—for they argue—

If 4. B. takes Kt.	4. Q. P. takes B.
5. Kt. takes K. P.	5. B. takes K. B. P. (check)
6. K. takes B.	6. Q. to her fifth (check)

(And has the best of the game.)

It is true that Ponziani and Lewis also give White's correct fourth move (P. to Q. B. third), but they do not analyse it correctly, as we shall shew.

4. P. to Q. B. third	4. Q. to K. B. third

This is the defence given from Ponziani in Mr. Lewis' Treatise of 1844. We believe that the best defence is that given by Lopez himself, to whom the writers of our day do so little justice; viz., 4. K. Kt. to K. second, but that on account of the radical weakness of Black's third move, even this will not be found satisfactory. We shall give in other variations the defence. 4. Kt. to K. B. third, and 4. P. to Q. third.

5. P. to Q. fourth

Instead of this move, Ponziani incorrectly makes White take the Kt. with his Bishop, in which he is followed by Lewis.

	5. K. P. takes P. (*a*)
6. P. to K. fifth	6. Q. to K. B. fourth (*b*)
7. Q. B. P. takes P.	7. Q. Kt. takes Q. P. (*c*)
8. K. Kt. takes Kt.	8. Q. to K. fifth (check) (*d*)
9. B. to K. third	9. Q. takes K. Kt. P.
10. Q. to K. B. third	10. Q. takes Q.
11. Kt. takes Q.	11. B. takes B.
12. P. takes B. (wins.)	

First Variation.

White.	*Black.*
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. Kt. fifth	3. K. B. to Q. B. fourth
4. P. to Q. B. third	4. K. Kt. to B. third

This variation has been but little examined by authors, and yet has many difficult and interesting points.

5. B. takes Kt.	

We have given this move in our "Analysis" (Vol. ii., pp. 74 and 75) as decisive in favor of White. We are now convinced that it only leads to a drawn game. We shall give the correct move in Game (A).

	5. Q. P. takes B.
6. Kt. takes K. P.	6. Kt. takes K. P. (best)
7. Q. to K. second	7. B. takes K. B. P. (check)
8. K. to B. square	8. P. to K. B. fourth

(*a*) It would be feeble play to retire,

	5. B. to Q. Kt. third
on account of 6. Castles	6. K. Kt. to K. second
7. Q. B. to K. Kt. fifth	7. Q. to Q. third
8. B. takes K. Kt.	8. Q. takes B.
9. B. takes Q. Kt.	

Winning a Pawn.

(*b*)	If 6. Kt. takes P.
White wins by 7. Q. to K. second	

(*c*) If 7. B. to Q. Kt. fifth (check)

White interposes the Kt., and has the best game from the strength of his centre Pawns.

(*d*)	If 8. Q. takes K. P. (check)
9. Q. B. to K. third	9. B. takes Kt.
10. Q. takes B.	10. Q. takes B.
11. Q. takes K. Kt. P.	11. Q. to Q. Kt. fifth (check)
12. Q. Kt. to Q. second, and wins.	

9. P. to Q. third (*a*)	9. Castles
10. P. takes Kt.	10. K. B. P. takes P.
11. Q. to Q. B. fourth (check)	11. Q. to Q. fourth
12. Q. takes Q. (check)	12. P. takes Q.
13. K. to K. second	13. B. to Q. B. fourth
14. K. R. to K. B. square (*b*)	14. R. takes R.
15. K. takes R.	15. B. to Q. third
16. Q. B. to K. B. fourth	16. Q. B. to K. B. fourth (*c*)
17. P. to K. Kt. fourth	17. B. takes P.

And has a good game.

(A)

White.	*Black.*
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. Kt. fifth	3. K. B. to Q. B. fourth
4. P. to Q. B. third	4. K. Kt. to B. third
5. P. to Q. fourth (best)	5. P. takes P.
6. P. to K. fifth	6. Kt. to K. fifth (*a*)
7. Q. to K. second (best)	7. P. to Q. fourth
8. P. takes P. (in passing)	8. Castles (*b*)
9. P. takes Q. B. P.	9. Q. to Q. fourth
10. Castles	10. Q. B. to K. Kt. fifth
11. Q. to Q. third (*c*)	11. B. to K. B. fourth
12. Q. to her square	

And ought to win.

(*a*) If 9. Kt. to K. B. third	9. Castles
10. P. to Q. third	10. B. to Q. Kt. third
11. P. takes Kt.	11. K. B. P. takes P.
12. Q. takes P.	12. Q. to Q. eighth (check)
13. Q. to K. square	13. R. takes Kt. (check)
14. P. takes R.	14. Q. takes P. (check)

And wins.

(*b*) If 14. Q. B. to K. third	14. B. to Q. third
15. B. to Q. fourth	15. P. to Q. B. fourth

(*c*) Threatening to play R. to K. square.

(*a*)	If 6. Kt. to Q. fourth
7. Castles	7. Castles
8. Q. B. P. takes P.	8. B. to Q. Kt. third
9. Q. Kt. to B. third	9. Q. Kt. to K. second
10. K. B. to Q. B. fourth	

And has the best game.

(*b*)	If 8. Q. B. to K. B. fourth
9. Q. P. takes Q. B. P.	9. Q. takes P.
10. Q. B. P. takes Q. P.	10. B. to Q. Kt. fifth (check)
11. B. to Q. second	11. B. takes B. (check)
12. Kt. takes B.	12. Castles
13. Castles on K.'s side	

And ought to win.

(*c*) If 11. Q. B. to K. B. fourth	
Black answers with	11. P. to K. Kt. fourth

Second Variation.

White.	*Black.*
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. Kt. fifth	3. K. B. to Q. B. fourth
4. P. to Q. B. third	4. K. Kt. to K. second
5. P. to Q. fourth (best)	

In our "New Analysis," (vol. ii., p. 75,) we have recommended White to Castle; but this is not the strongest move, as the following analysis shews.

5. Castles	5. Castles
6. P. to Q. fourth	6. K. P. takes P.
7. P. takes P.	7. B. to Kt. third
8. P. to Q. fifth or (A.)	8. P. to Q. R. third.
9. B. to R. fourth	9. Q. Kt. to his square
10. P. to Q. sixth	10. P. takes P.
11. Q. takes P.	11. B. to Q. B. second
12. Q. to Q. third	12. P. to Q. fourth

Equal game.

(A.)

8. Q. Kt. to B. third	8. P. to Q. fourth
9. P. takes P.	9. Kt. takes P.
10. B. takes Q. Kt.	10. Q. Kt. P. takes B.
11. Kt. to K. fifth	11. P. to Q. B. fourth
12. Q. P. takes P.	12. Kt. takes Q. Kt.
13. Q. takes Q.	13. Kt. to K. seventh (check)
14. K. to R. square	14. R. takes Q.
15. P. takes B.	15. R. to Q. fourth
16. P. to K. B. fourth	16. Q. R. P. takes P.
17. Q. B. to K. third	17. Q. B. to K. B. fourth
18. K. R. to K. square	18. Kt. to Q. fifth
19. Q. R. to Q. square	19. P. to Q. B. fourth

Equal game.

	5. K. P. takes P.
6. Q. B. P. takes P.	6. B. to Q. Kt. fifth (check)

If the Bishop retire to Kt. third, White advances the Queen's Pawn, and then plays either Kt. to Q. B. third or P. to Q. sixth, on the following move, and gains a superiority of position.

7. Kt. to Q. B. third	7. P. to Q. fourth
8. P. takes P.	8. Q. takes P.
9. Castles	9. B. takes Kt.
10. B. takes Kt. (check)	10. Kt. takes B.

He does not retake with the Q., on account of Kt. to K. fifth.

11. Q. Kt. P. takes B.	11. Castles
12. P. to K. R. third	

Having the better position.

This, in our opinion, the best *open* defence to the Lopez attack, is substantially the same as that given by that great master himself.

THE LAUSANNE VARIATION.

White.	*Black.*
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. Kt. fifth	3. K. B. to Q. B. fourth
4. P. to Q. B. third	4. P. to Q. third

This move is given in a Treatise published in Lausanne, in the year 1698. Its weakness, however, has been already exposed by other writers.

5. P. to Q. fourth	5. P. takes P.
6. P. takes P.	6. B. to Q. Kt. fifth (check)

If 6. B. to Q. Kt. third, White will gain a Pawn by playing 7. P. to Q. fifth.

7. K. to K. second	

Threatening to win the Bishop by moving Q. to R. fourth. Mr. Mayet recommends, 7. K. to B. square, which, however, has the disadvantage of shutting up the King's Rook.

	7. P. to Q. fourth (best)
8. Q. to Q. R. fourth	8. P. takes K. P.
9. B. takes Kt. (check)	9. P. takes B.
10. Q. takes P. (check)	

And afterwards takes K. P., having won a Pawn.

(To be continued.)

SOLUTIONS TO PROBLEMS.

No. 25, p. 106.

White.	*Black.*
1. Kt. to B. fourth (check)	K. takes P. (best)
2. Q. to K. fifth	K. takes Q.
3. Kt. to Q. fifth	Any move
4. P. to K. B. fourth	

No. 26, p. 111.

White.	*Black.*
1. Kt. to Q. fourth	K. to Q. third (or A)
2. B. to Q. R. third (check)	K. to his fourth
3. K. to Q. seventh	K. to B. fifth
4. B. to Q. B. square (check)	K. to his fourth
5. P. mates.	
	(A)
	K. to his B. fifth
2. B. to Q. B. square (check)	K. to his fourth
3. P. to K. B. fourth (check)	K. to Q. third
4. B. mates.	

No. 27, p. 116.

White.	*Black.*
1. Q. takes Q. R. P.	Kt. takes Q. (best)
2. Kt. to K. B. fourth	Kt. to K. sixth (best)
3. Kt. to Q. fifth	P. to Q. Kt. fifth (best)
4. P. to Q. R. fourth	Kt. takes Q. B. P. (best)
5. K. takes Kt.	P. to Q. B. sixth
6. P. takes P.	(If he make any other move, the Kt. mates at K. third or Q. Kt. sixth.)

Mate.

No. 28, p. 127.

White.	*Black.*
1. B. to K. fifth	K. takes B. (best)
2. R. to Q. seventh	P. to B. fifth
3. P. takes P. (check)	K. to his fifth
4. R. to Q. square	P. to K. fourth
5. P. to B. fifth	P. takes P.
6. R. to Q. seventh	P. to B. fifth
7. K. to Kt. fourth	P. to B. sixth
8. P. takes P.	

Mate.

No. 29, p. 127.

White.	*Black.*
1. Q. takes Kt. (check)	Black's moves are forced.
2. Kt. to K. 4th (check)	
3. Kt. to K. 7th (check)	
4. P. to B. fifth (check)	
5. B. mates	

No. 30, p. 128. (In three moves.)

White.	*Black.*
1. R. to Q. B. fourth	P. takes R.
2. P. to Q. fifth (check)	K. to his fourth
3. B. mates.	

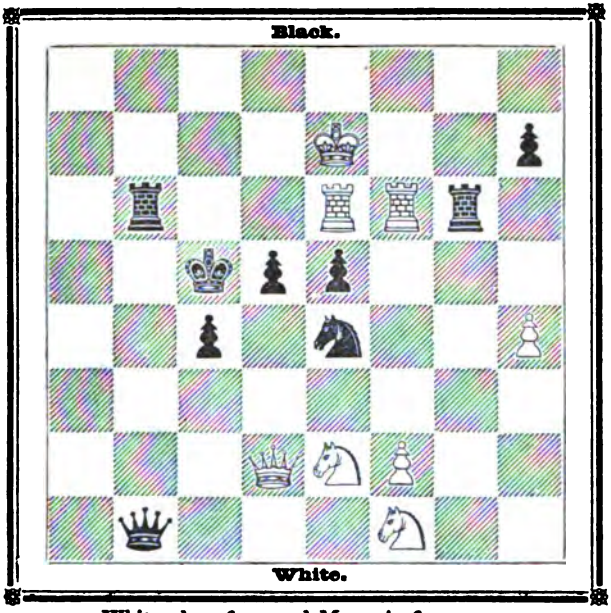
No. 31, p. 128.

White.	*Black.*
1. Kt. to B. fifth (double check)	K. to Kt. fifth (best)
2. Q. to K. B. square	Anything.
3. Q. to K. R. third (check)	K. takes Q.
4. Kt. to K. B. second	

Mate.

PROBLEM, No. 55.

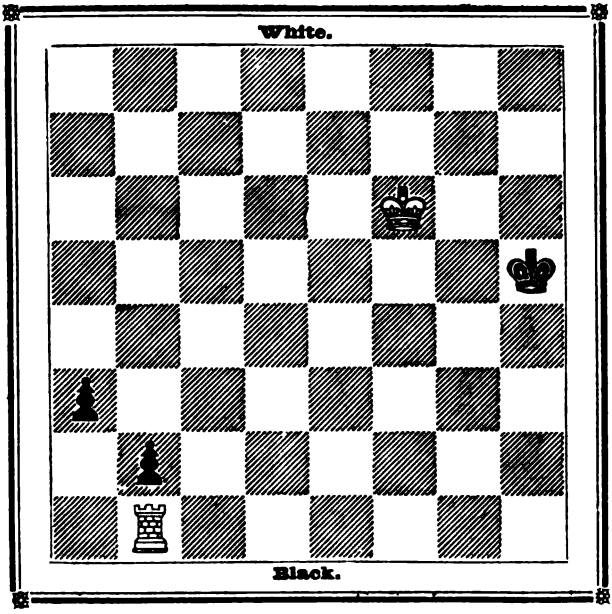
By Mr. M'G—y.



White plays first, and Mates in five moves.

PROBLEM, No. 56.

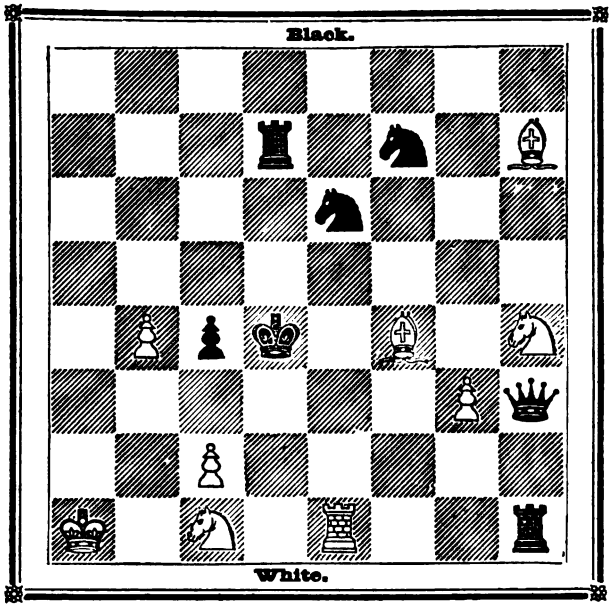
This instructive situation is composed by Messrs. Horwitz & Kling.



White playing first, draws the game.

PROBLEM, No. 57.

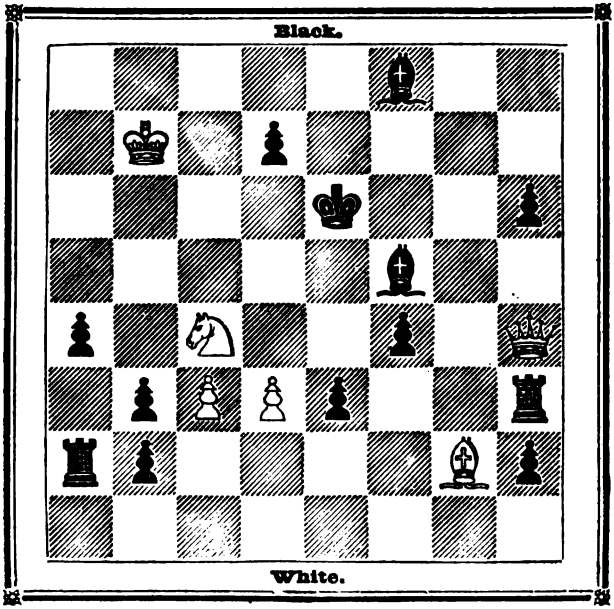
By an Amateur.



White playing first, to Mate in five moves.

PROBLEM, No. 58.

By the Same.



White playing first, Mates in five moves.

CHESS IN AMERICA.

Continuation of the games in the match at New Orleans, between Messrs. Stanley and Rousseau.

Twenty-Sixth Game.

White. (Mr. R.)	*Black.* (Mr. S.)
1. P. to Q. fourth	1. P. to K. third
2. P. to Q. B. fourth	2. P. to Q. fourth
3. P. to K. third	3. K. Kt. to B. third
4. Q. Kt. to B. third	4. P. to Q. B. fourth
5. K. Kt. to B. third	5. Q. Kt. to B. third
6. P. to Q. R. third	6. P. to Q. R. fourth
7. K. B. to Q. third	7. K. B. to K. second
8. Castles	8. Castles
9. P. to Q. Kt. third	9. P. to Q. Kt. third
10. Q. B to Q. Kt. second	10. Q. B. to Q. Kt. second
11. Q. to her B. second	11. P. to K. R. third
12. Q. R. to Q. square.	12. Q. R. to Q. B. square
13. Q. R. to Q. second	13. Q. R. to B. second
14. K. R. to Q. square	14. Q. B. P. takes P.
15. K. P. takes P.	15. K. to K. R. square
16. Q. Kt. to his fifth	16. Q. R. to Q. B. square
17. Q. R. to K. second.	17. Q. B. to Q. R. third
18. Q. to her second	18. B. takes Kt.
19. P. takes B.	19. Q. Kt. to his square
20. Kt. to K. fifth	20. K. Kt. to Q. second
21. Kt. to K. Kt. fourth	21. B. to Q. third (*a*)
22. P. to K. Kt. third (*b*)	22. Q. to K. Kt. fourth
23. Q. takes Q.	23. P. takes Q.
24. K. to Kt. second	24. Q. R. to K. square
25. K. R. to his square (*c*)	25. P. to K. B. fourth
26. Kt. to K. fifth (*d*)	26. B. takes Kt.
27. P. takes B.	27. K. Kt. to Q. B. fourth
28. K. B. to Q. B. second	28. P. to K. Kt. third
29. P. to K. B. third	29. K. to Kt. second
30. Q. B. to his square	30. P. to K. B. fifth
31. P to K. Kt. fourth (*e*)	31. Q. R. to Q. B. square
32. Q. B. to Q. Kt. second	32. K. Kt. to K. fifth (*f*)

White. (Mr. R.)	*Black.* (Mr. S.)
33. K. R. to Q. square	33. Kt. to Q. B. sixth
34. B. takes Kt.	34. R. takes B.
35. K. R. to Q. fourth	35. K. R. to Q. B. square
36. B. to Q. square	36. Kt. to Q. second
37. K. to K. B. second (*g*)	37. Kt. to Q B. fourth
38. P. to Q. Kt. fourth	38. P. takes P.
39. P. takes P.	39. Q. R. to Q. sixth (*h*)
40. Q. R. to Q. second	40. R. takes K. R.
41. R. takes R.	41. Kt. to Q. second
42. R. to Q. third	42. Kt. takes K. P.
43. R. to Q. R. third	43. K. to B. third
44. R. to Q. R. sixth	44. R. to Q. Kt. square
45. K. to his second	45. R. to K. R. square
46. R. takes P.	46. R takes P. (check)
47. K. to B. square	47. Kt. to Q. B. fifth
48. R. to Q. R. sixth	48. R. to Q. Kt. seventh
49. B. to K. second	49. Kt. to K. sixth (check)
50. K. to B. second	50. R. takes P.
51. K. to his square	51. R. to Q. Kt. eighth (check
52. K. to Q. second	52. R. to Q. Kt. seventh (check)
53. K. to. Q. third	53. Kt. to Q. B. fifth
54. K. B. to his square	54. R. takes P.
55. K. to Q. fourth	55. R. to Q. Kt. sixth

And Black wins.

Notes.

(*a*) This is well played, for if White, in pursuance of his plan, were now to take the K. R. P. with the Kt., Black, by playing his Q. to K. R. fifth, would gain a piece.

(*b*) P. to K. B. fourth we should have preferred. The present move enables Black to exchange Queens, and escape, in a great measure, from his difficulties.

(*c*) A good move.

(*d*) He would have got a very strong attack up now by playing P. to K. R. fourth, and sacrificing the Kt., but in a match of such importance it might be deemed too hazardous.

(*e*) If we mistake not, White should now play P. to K. R. fourth.

(*f*) Very ingenious. If White take it with the Pawn he loses his Rook, and if with the Bishop, Black will have a formidable passed Pawn at his K. sixth.

(*g*) Apprehensive of Black playing his R. to K. sixth.

(*h*) Prettily played, as it ensures the winning of the K. P. at least.

TWENTY-SEVENTH GAME.

White. (Mr. S.)	*Black.* (Mr. R.)
1. P. to K. fourth	1. P. to K. third
2. P. to K. B. fourth	2. P. to Q. fourth
3. P. takes P.	3. P. takes P.
4. K. Kt. to B. third	4. P. to Q. B. fourth
5. P. to Q. fourth	5. K. Kt. to B. third
6. K. B. to Q. third	6. Q. Kt. to B. third
7. P. to Q. B. third	7. K. B. to K. second
8. P. to K. R. third	8. Castles
9. Castles	9. Q. to her Kt. third
10. K. to R. second	10. K. R. to K. square
11. P. to Q. R. third	11. Q. B. to Q. second
12. P. to Q. Kt. fourth	12. P. takes Q. P.
13. P. takes P.	13. Q. R. to Q. B. square (*a*)
14. Q. B. to K. third (*b*)	14 B. takes Q. Kt. P.
15. K. Kt. to K. fifth	15. K. B. to Q. third
16. Q. Kt. to B. third	16. Kt. takes Kt.
17. K. B. P. takes Kt.	17. B. takes P. (check)
18. Q. P. takes B.	18. Q. takes B.
19. P. takes Kt.	19. Q. R. takes Kt. (*c*)
20. K. R. to B. third	20. Q. to K. fourth (check)
21. K. to R. square	21. R. to K. third
22. P. takes P.	22. R. to K. B. third
23. Q. R. to Kt. square	23. R. takes R.
24. Q. takes R.	24. R. takes B.
25. Q. takes R.	25. B. to K. B. fourth
26. Q. to her Kt. third	26. B. takes R.
27. Q. takes B.	27. P. to Q. Kt. third
28. Q. to B. second	28. P. to Q. fifth

And wins.

Notes.

(*a*) He would obviously lose a piece by taking the Q. Pawn.
(*b*) This appears to have been a blunder.
(*c*) All this is very interesting, and very well played, especially on Black's side.

CHESS IN FRANCE.

We have much pleasure in presenting the following game, the only one preserved of a contest between our highly accomplished Amateur, Mr. Buckle, and the well-known Livonian Player Mr. Kibseritzky, which came off at Paris a few weeks since. These well-matched competitors played in all eight games, the score at the conclusion being—

Mr. Buckle, 3. | Mr. Kibseritzky, 2. | Drawn 3.

White. (Mr. B.)	*Black.* (Mr. K.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to B. fourth	3. K. B. to B. fourth
4. P. to Q. B. third	4. K. Kt. to B. third
5. P. to. Q. fourth	5. P. takes P.
6. P. takes P.	6. K. B. to Kt. fifth (check)
7. B. interposes	7. Kt. takes K. P. (*a*)
8. B. takes B.	8. Kt. takes B.
9. B. takes K. B. P. (check)	9. K. takes B.
10. Q. to Kt. third (check)	10. P. to Q. fourth
11. Kt. to K. fifth (check)	11. K. to K. second
12. Q. takes Kt. (check)	12. Q. to Q. third
13. Q. to Kt. third	13. R. to K. square
14. Q. Kt. to B. third (*b*)	14. Kt. takes Kt.
15. P. takes Kt.	15. K. to B. square
16. Castles	16. P. to Q. B. third
17. K. R. to K. square	17. R. to K. second
18. R. to K. third (*c*)	18. B. to K. third
19. Q. R. to K. square	19. Q. R. to K. square
20. Q. to B. second	20. K. to Kt. square
21. K. R. to B. third	21. P. to Q. B. fourth
22. Q. R. to K. third	22. P. takes P.
23. P. takes P.	23. K. R. to Q. B. second
24. Q. R. to B. third	24. Q. to Kt. fifth (*d*)
25. P. to K. R. third	25. R. takes R.
26. Q. takes R.	26. Q. takes Q.
27. R. takes Q.	27. R. to Q. B. square
28. R. takes R.	28. B. takes R.
29. K. to B. square	29. K. to B. square
30. P. to K. Kt. fourth	30. K. to K. second
31. K. to K. second	31. P. to Q. Kt. fourth

White. (Mr. B.)	*Black.* (Mr. K.)
32. K. to Q. third	32. P. to K. Kt. fourth
33. K. to Q. B. third	33. B. to Q. second
34. K. to Kt. fourth (*e*)	34. B. to K. square
35. K. to B. fifth	35. K. to K. third
36. Kt. to B. sixth	36. P. to Q. R. third
37. Kt. to Kt. fourth	37. B. to Kt. third
38. Kt. takes Q. P.	38. B. to K. fifth
39. Kt. to K. third	39. B. to Q. sixth
40. P. to Q. fifth (check)	40. K. to K. fourth
41. P. to Q. sixth	41. K. to K. third
42. K. to B. sixth	42. P. to Q. Kt. fifth
43. K. to B. fifth	43. P. to Q. R. fourth
44. K. to B. sixth	

And wins.

Notes.

(*a*) It is better play to take the B., on account of White's subsequent move of "B. takes K. B.'s P. (check.)"

(*b*) P. to K. B.'s third seems also a good move.

(*c*) Steady good play, but affording Black more time than we should be disposed to give him.

(*d*) This is ingenious, and helps to relieve Black from the attack by compelling a series of exchanges.

(*e*) The terminating moves are very well played by Mr. Buckle.

CHESS IN THE PROVINCES.

Counter Gambit in the B.'s Opening

Game between Mr. S. Boden and an Amateur at the Hull Chess Club.

White (Amateur.)	*Black* (Mr. B.)
1. P. to K. fourth	1. P. to K. fourth
2. K. B. to Q. B. fourth	2. P. to K. B. fourth
3. B. takes Kt.	3. R. takes B.
4. P. takes P.	4. P. to Q. fourth
5. Q. to K. R. fifth (check)	5. P. to K. Kt. third
6. P. takes Kt. P.	6. R. takes P.
7. P. to K. R. third (*a*)	7. K. B. to Q. B. fourth
8. K. Kt to B. third	8. Q. Kt. to B. third

White. (Amateur.)	*Black.* (Mr. B.)
9. K. Kt. to R. fourth	9. Q. to K. B. third
10. Castles (*b*)	10. Q. Kt. to Q. fifth
11. Q. Kt. to B. third (*c*)	11. Q. takes K. Kt.
12. Q. takes Q.	12. Kt. to K. B. sixth (check)
13. K. to R. square	13. Kt. takes Q.
14. P. to Q. fourth	14. K. R. takes K. Kt. P.
15. P. takes K. B.	15. Q. B. takes K. R. P.
16. K. R. to K. Kt.	16. K. to Q. second
17. R. takes R.	17. B. takes R. (check)
18. K. to K. R. second	18. Q. R. to K. Kt. square

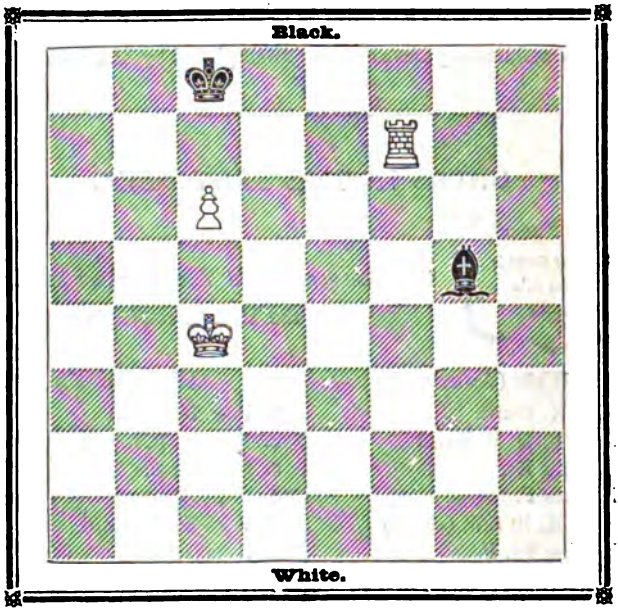
White resigns, as he cannot prevent the Kt. giving Mate at K. B. third.

Notes.

(*a*) To prevent Black playing Q. B. to K. Kt. fifth.
(*b*) He might have taken the R. safely enough, we believe.
(*c*) Liberating Q. R. and attacking the Q. P.

PROBLEM, No. 59.

By Herr Kling.



White plays first, and has a winning game in six moves.

The two following well contested games were recently played between the PRESIDENT and HONORARY SECRETARY of the Liverpool Chess Club.

White. (MR. SPRECKLEY.)	*Black.* (MR. MONGREDIEN.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. P. to Q. fourth	3. P. takes P.
4. K. B. to Q. B. fourth	4. Kt. to Q. R. fourth (*a*)
5. Q. takes P.	5. Kt. takes B.
6. Q. takes Kt.	6. B. to K. second (*b*)
7. Kt. to K. fifth	7. P. to Q. fourth
8. Q. takes Q. P.	8. Q. takes Q.
9. P. takes Q.	9. Kt. to B. third
10. P. to Q. B. fourth	10. Castles
11. Castles	11. P. to Q. Kt. fourth
12. P. to Q. Kt. third	12. R. to K. square
13. P. to K. R. third	13. P. takes P.
14. P. takes P.	14. B. to Q. R. third
15. Kt. to Q. second	15. K. B. to Q. Kt. fifth
16. K. Kt. to B. third	16. R. to K. seventh
17. P. to Q. R. third	17. B. to Q. R. fourth
18. Q. R. to Kt. square	18. Q. R. to K. square
19. Q. Kt. to Kt. third	19. B. to Q. B. sixth
20. B. to K. third	20. Q. B. takes P.
21. K. R. to Q. B. square	21. Kt. takes Q. P.
22. B. takes Q. R. P.	22. B. to Q. sixth (*c*)
23. Q. Kt. to Q. fourth	23. B. takes Kt.
24. Kt. takes B.	24. B. takes R.
25. Kt. takes R.	25. B. to Q. sixth
26. Kt. to Q. B. third	26. P. to Q. B. third
27. Kt. takes Kt.	27. P. takes Kt.
28. R. to Q. square	28. B. to Q. B. fifth
29. R. to Q. Kt. square	29. P. to K. B. third
30. R. to Kt. eighth	30. R. takes R.
31. B. takes R.	

And the game was declared drawn.

Notes.

(*a*) This is quite novel, and properly followed up appears to be a defence that is well deserving consideration.

(*b*) Of a surety there must be a better mode of play than this, which entails the certain loss of a good Pawn.

(*c*) Black has very adroitly managed to recover his loss and equalize the game.

Between the same Players.

White. (Mr. Mongredien.)	*Black.* (Mr. Spreckley.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Q. Kt. P.
5. P. to Q. B. third	5. B. to R. fourth
6. Castles	6. Kt. to B. third
7. P. to Q. fourth	7. K. Kt. takes P.
8. P. takes P.	8. Kt. to Q. B. fourth
9. Q. to Q. fifth	9. Kt. to K. third
10. B. to Q. R. third	10. P. to Q. R. third
11. Kt. to Q. fourth (*a*)	11. P. to Q. Kt. fourth
12. B. to Q. Kt. third (*b*)	12. Q. B. to Kt. second
13. Kt. to K. B. fifth	13. Q. to K. Kt. fourth
14. Kt. to K. third (*c*)	14. B. to Q. Kt. third
15. Q. to Q. second	15. B. takes Kt.
16. Q. takes B.	16. Q. takes K. P.
17. Q. takes Q.	17. Kt. takes Q.
18. R. to K. square	18. Kt. to K. Kt. third
19. P. to K. Kt. third	19. Castles on Q.'s side
20. Kt. to Q. second	20. Q. R. to K. square
21. P. to Q. B. fourth	21. Kt. to Q. fifth
22. P. takes P.	22. Kt. takes B.
23. Kt. takes Kt.	23. R. takes R. (check)
24. R. takes R.	24. P. takes P.
25. Kt. to Q. fourth	25. P. to Q. third
26. Kt. takes P.	26. B. to Q. R. third
27. Kt. to Q. fourth	27. K. to Q. second
28. Kt. to K. B. fifth	28. Kt. to K. fourth
29. R. to K. third	29. P. to K. Kt. third
30. Kt. to K. R. sixth	30. Kt. to Q. B. fifth
31. R. to K. B. third	31. P. to K. B. fourth
32. B. to Q. Kt. fourth	32. R. to Q. Kt. square
33. R. to Q. Kt. third	33. Kt. to K. fourth
34. B. to Q. B. third	34. R. takes R.
35. P. takes R.	35. Kt. to B. sixth (check)
36. K. to Kt. second	36. B. to Q. Kt. second

White. (Mr. Mongredien.)	*Black* (Mr. Spreckley.)
37. K. to R. third	37. B. to Q. fourth
38. P. to Q. Kt. fourth	38. Kt. to Kt. fourth (check)
39. K. to R. fourth	39. Kt. to K. fifth
40. B. to K. square	40. K. to K. second
41. P. to K. Kt. fourth	41. P. takes P.
42. Kt. takes P.	42. B. to K. third
43. P. to K. B. third	43. B. takes Kt.
44. K. takes B.	44. Kt. to B. third (check)
45. K. to Kt. fifth	45. Kt. to K. Kt. square
46. P. to K. R. fourth	46. P. to Q. B. third
47. P. to K. B. fourth	47. K. to B. second
48. B. to Q. B. third	48. P. to K. R. third (check)
49. K. to Kt. fourth	49. Kt. to B. third (check)
50. K. to B. third	50. Kt. to Q. fourth
51. B. to Q. second	51. K. to K. third
52. K. to K. fourth	52. Kt. to B. third (check)
53. K. to B. third	53. K. to B. fourth
54. B. to K. third	54. Kt. to Q. fourth
55. B. to Q. second	55. P. to K. R. fourth
56. K. to Kt. third	56. K. to K. fifth

And wins.

Notes.

(*a*) In conducting the attack, Mr. Mongredien exhibits a thorough knowledge of this variation of Captain Evans' beautiful opening.

(*b*) If we mistake not, White may now have won a Pawn; but it is not clear to us that his doing so was desirable, since it would have relieved his opponent from much of his present restraint. Let us suppose:—

12. Kt. takes Q. Kt.	12. P. takes Kt.
13. Q. takes P. (check)	13. B. to Q. second
14. B. to Q. fifth	14. R. to Q. R. second
15. R. to K. square, &c.	
(If Black now play away his Q., White may move the Q. B. to B. fifth, still leaving the Q. *en prise* with impunity.)	(If B. take Q., an exchange of Queens takes place, and White has the better position we think.)

(*c*) This enables Black to disentangle his forces and at the same time win another Pawn.

CHESS BY CORRESPONDENCE.

Game by correspondence, recently played between the Hon. H. T. L——ll and another Amateur.

White. (The Hon. H. T. L.)	*Black.* (Mr. S.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. Kt. to B. third	3. P. to K. Kt. fourth
4. K. B. to Q. B. fourth	4. K. Kt. to R. third (*a*)
5. P. to Q. fourth (*b*)	5. Q. Kt. to B. third
6. Castles	6. P. to Q. Kt. third
7. P. to Q. B. third	7. Q. B. to Q. Kt. second
8. P. to Q. Kt. fourth	8. Q. to K. second
9. P. to Q. R. fourth	9. Castles
10. K. B. to Q. fifth	10. K. Kt. to K. Kt. fifth
11. K. Kt. to R. fourth (*c*)	11. P. to K. R. fourth
12. K. Kt. to K. B. fifth	12. Q. to K. B. third
13. Q. to K. B. third	13. K. B. to Q. third (*d*)
14. P. to Q. Kt. fifth	14. Q. Kt. to Q. R. fourth
15. B. takes B. (check)	15. K. to Q. Kt. square (*e*)
16. Kt. takes B.	16. Q. takes Kt.
17. P. to K. fifth	17. Q. to K. second
18. Q. B. to R. third	18. P. to Q. third
19. K. B. to Q. R. sixth	19. Q. to K. third
20. Q. B. to Kt. fourth	20. Q. P. takes P.
21. Q. Kt. to Q. second	21. P. to Q. B. fourth (*f*)
22. Q. Kt. P. takes P. in passing	22. Q. Kt. takes P.
23. P. to Q. R. fifth	23. K. to Q. B. second
24. R. P. takes P. (check)	24. P. takes P.
25. K. B. to Q. Kt. fifth	25. Q. to her fourth
26. K. B. takes Kt.	26. K. takes B.
27. Q. R. to Q. R. seventh	27. P. to K. B. third
28. P. to Q. B. fourth	28. Q. takes Q.
29. Kt. takes Q.	29. P. takes Q. P.
30. Q. R. to K. seventh	30. Kt. to K. sixth
31. K. R. to Q. B. square	31. P. to Q. sixth
32. Q. R. to K. sixth (check)	32. K. to Kt. second
33. R. takes K. B. P.	33. Q. R. to Q. second
34. B. to Q. second	34. K. R. to Q. B. square

White. (The Hon. H. T. L.)	*Black.* (Mr. S.)
35. Kt. to K. fifth	35. Q. R. to Q. B. second
36. K. R. to Q. Kt. square	36. K. to Q. R. square
37. Q. R. takes Q. Kt. P.	37. K. to Q. R. second
38. Q. R. to Q. Kt. fourth	

And Black resigns.

Notes.

(*a*) This defence is unusual, and not to be commended.

(*b*) P. to K. R. fourth is a more immediate way to take advantage of Black's error in the last move.

(*c*) This is ingenious, and enables White to obtain a dangerous attack upon both King and Queen.

(*d*) At first sight this looks fearfully hazardous, but we believe it to be sound and good play.

(*e*) The giving up a clear Piece under such circumstances is an act truly astounding, and appears to have arisen from a mistaken apprehension of the strength of White's attack; for suppose, instead of this sacrifice, Black had simply taken the Bishop,

	15. Q. Kt. takes B.
16. Kt. takes B. (check)	

This appears to be his best play; for if he advance the Q. R. P., Black may take it with his P., and if the R. retake, he can capture the K. R. P. with his K. Kt., then dislodge the Q. with his K. Kt. P., and finally take the Q.'s Rook with the Kt., and have a good game.

	16. Q. takes Kt.
17. P. to K. fifth	17. Q. to K. third
18. P. to Q. R. fifth or (A)	18. P. takes P.
19. Q. R. takes P.	19. K. Kt. takes K. P.
20. Q. P. takes Kt.	20. Q. to her Kt.'s third (check)

and afterwards, taking the Q.'s Rook, Black has the better game.

(A)

18. P. to K. R. third	

It seems indispensable for White to get rid of this Kt. before proceeding farther in the attack upon the adverse Q. R.'s side.

	18. K. to Q. Kt. square
19. P. takes Kt.	19. P. takes P.
20. Q. moves	20. P. to K. Kt. sixth

followed by R. to K. R. eighth (check), then Q. to K. R. third (check), and, lastly, Q. to K. R. seventh (mate).

(*f*) The best defence for Black in such a position is counter-attack. If he had vigorously turned round upon his assailant, taken his K. R. Pawn, and carrying the war into his territory, compelled him to look at home, he might, perhaps, have come off, even now, with a drawn battle.

The two following Games were lately played at Newcastle-upon-Tyne. First, between Mr. SILAS ANGAS of that place, and Mr. C. KENNY, of London.

White. (Mr. C. K.)	*Black.* (Mr. S. ANGAS.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to K. Kt. fourth	4. B. takes Kt. P.
5. P. to Q. B. third	5. B. to Q. R. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. P. to Q. fifth	9. Q. Kt. to K. second
10. Q. B. to Kt. second	10. P. to K. B. third
11. K. Kt. to Q. fourth	11. B. takes Kt.
12. B. takes B.	12. K. Kt. to R. third
13. P. to K. B. fourth	13. Castles
14. Q. Kt. to B. third (*a*)	14. K. to R. square
15. Q. to her second	15. P. to Q. B. third
16. P. to K. fifth	16. K. B. P. takes P.
17. K. B. P. takes P.	17. R. takes R. (check)
18. R. takes R.	18. Q. P. takes P.
19. B. takes P.	19. Q. Kt. to B. fourth
20. P. to Q. sixth	20. K. Kt. to his fifth
21. R. to K. square	21. Q. B. to Q. second (*b*)
22. Q. to Q. Kt. second	22. P. to Q. Kt. fourth (*c*)
23. Q. Kt. to R. fourth	23. K. Kt. takes B.
24. R. takes Kt.	24. P. takes Kt.
25. B. to Q. third	25. Q. R. to Kt. square
26. Q. to her B. third	26. Q. to Q. Kt. third (check)
27. K. to R. square	27. Q. to Q. fifth
28. Q. takes Q.	28. Kt. takes Q.
29. R. to K. seventh	29. R. to Q. square

And wins.

Notes.

(*a*) P. to K. B. fifth would have been a good move to restrain both the Q. Kt. and Bishop; but the opening is well played by White.

(*b*) It would have been obviously wrong to check with the Queen at her Kt. third, because White could have interposed his B., which could not be taken on account of the impending mate with the Rook.

(*c*) This gives the finishing blow to White's attack.

The Second, between Mr. Robson, Secretary of the Northumberland Chess Club, and Mr. C. Kenny.

Black. (Mr. R.)	*White.* (Mr. C. K.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.
5. P. to Q. B. third	5. B. to R. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. K. Kt. to B. third
8. Q. B. to K. Kt. fifth	8. Castles
9. P. to Q. fifth	9. Q. Kt. to K. second
10. B. takes K. Kt.	10, P. takes B.
11. P. to K. R. third	11. K. to R. square
12. Q. to Q. third	12. Kt. to K. Kt. third (*a*)
13. Kt. to K. R. second	13. R. to K. Kt. square (*b*)
14. Kt. to K. Kt. fourth	14. Kt. to K. B. fifth
15. Q. to K. B. third	15. P. to K. B. fourth (*c*)
16. P. takes P.	16. B. takes P.
17. K. to R. second (*d*)	17. Q. to K. R. fifth
18. Kt. to K third	18. B. takes K. R. P. (*e*)
19. P. takes B.	19. P. to K. fifth
20. Kt. to B. fifth	20. Q. to K. Kt. fourth
21. Q. takes K. P. (*f*)	21. Q. R. to K. square
22. Q. to Q. fourth (check)	22. P. to K. B. third
23. Kt. to Kt. third	23. Q. to R. fifth
24. K. to Kt. square	24. B. to Q. Kt. third
25. Q. to Q. second	

White mates in two moves.

Notes.

(*a*) P. to K. B. fourth would have been a good move.

(*b*) Threatening to take the K. R. P. with his Q. B., and then play Kt. to K. B. fifth.

(*c*) He feared playing P. to K. R. fourth, on account of Kt. to K. R. sixth, &c.

(*d*) If he had played Kt. to K. R. sixth, White's best reply, apparently, was Q. to K. B. third, not R. takes P. (check), because in that case, Black might take the Rook with his Q. and afterwards play Kt. takes K. B. P. (check), &c.

(*e*) This is hazardous, and ought, perhaps, to have lost the game—but why not B. to K fifth, Mr. Kenny, which would have won it without much difficulty? for suppose

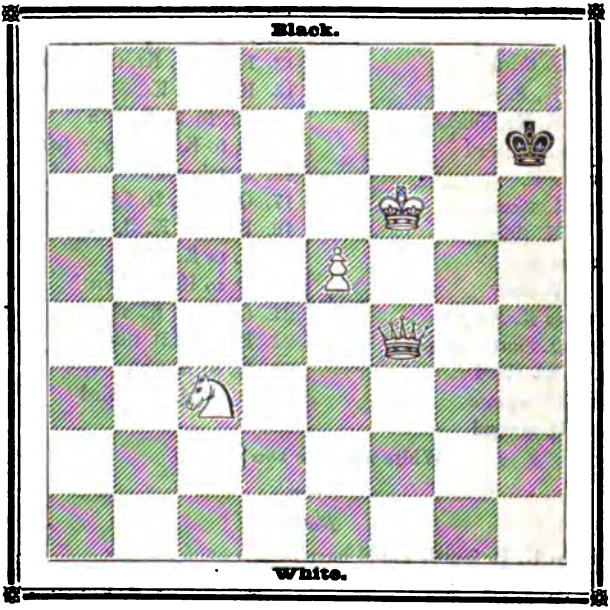
	18. B. to K fifth
19. Q. takes B. (best)	19. R. takes K. Kt. P. (check)
20. Kt. takes R. (best)	20. Q. takes K. R. P. (check)
21. K. to Kt. square	21. R. to K. Kt. square

And wins.

(*f*) Q. to K. Kt. fourth would have been much better, and must have given Black a good deal of trouble to preserve his advantage.

PROBLEM, No. 60.

By Messrs. Kling and Horwitz.



White playing first, Mates with the Pawn in five moves.

The accompanying game was recently played at Liverpool, on the occasion of a short visit which Mr. HARRWITZ made to a few of the Northern and Midland Chess Clubs.

White. (Mr. SPRECKLEY.)	*Black.* (Mr. HARRWITZ.)
1. P. to K. fourth	1. P. to K. fourth
2. B. to Q. B. fourth	2. Kt. to K. B. third
3. P. to K. B. fourth	3. Kt. takes P.
4. P. to Q. third	4. Q. to R. fifth (check)
5. P. to K. Kt. third	5. Kt. takes P.
6. K. Kt. to B. third	6. Q. to R. fourth
7. R. to Kt. square	7. Kt. to B. fourth
8. R. to Kt. fifth	8. Q. to R. sixth
9. B. takes P. (check)	9. K. takes B.
10. R. to K. fifth (*a*)	10. Q. takes R.
11. Kt. takes K. P. (check)	11. K. to Kt. square
12. Q. takes Q.	12. P. to K. Kt. third
13. Q. to K. B. third	13. P. to Q. B. third
14. P. to Q. B. third	14. P. to Q. third
15. Kt. to K. Kt. fourth	15. B. to K. Kt. second
16. Q. Kt. to R. third	16. K. to B. second
17. B. to Q. second	17. R. to K. square (check)
18. K. to Q. square	18. Kt. to Q. R. third
19. K. to Q. B. second	19. P. to K. R. fourth
20. K. Kt. to K. third	20. Q. Kt. to Kt. fifth (check) (*b*)
21. K. to Kt. third	21. Q. Kt. takes Q. P.
22. Kt. takes K. Kt.	22. Kt. to Q. B. fourth (check)
23. K. to B. second	23. Q. B. takes Kt. (check)
24. K. to Q. square	24. B. to Kt. fifth
25. Q. takes B.	25. P. takes Q.
26. Kt. to B. fourth	26. Q. R. to Q. square
27. K. to Q. B. second	27. K. R. to K. seventh

White resigns.

Notes.

(*a*) The opening is very lively, and certainly at the twelfth move, after the gain of the Queen, is much in White's favour, but Mr. Spreckley subsequently relaxes in his efforts, and the consequences, with such an antagonist, may be easily foreseen.

(*b*) Well played. White evidently dares not take it.

CHESS IN THE METROPOLIS.

Dashing little affair just played between Mr. C. F. Smith and Mr. H. Bird, two young, but highly promising additions to our Chess Circle.

White. (Mr. C. F. S.)	*Black.* (Mr. H. B.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. P. to Q. fourth	2. P. takes P.
3. K. Kt. to B. third	3. P. to K. fourth
4. P. to Q. B. third (*a*)	4. P. takes P.
5. Q. Kt. takes P.	5. Q. Kt. to B. third
6. K. B. to Q. B. fourth	6. P. to Q. third
7. Castles	7. Q. B. to K. third
8. K. B. takes B.	8. P. takes B.
9. K. Kt. to his fifth	9. Q. to her second
10. Q. to K. R. fifth (check)	10. P. to K. Kt. third
11. Q. to K. R. third	11. Q. Kt. to Q. fifth
12. P. to K. B. fourth	12. K. B. to K. second
13. P. takes P.	13. K. B. takes Kt.
14. B. takes B.	14. P. takes P.
15. Kt. to Q. fifth (*b*)	15. P. to K. R. third (*c*)
16. Q. to Q. R. third (*d*)	16. Kt. to K. seventh (check)
17. K. to R. square	17. Kt. to K. Kt. sixth (check)
18. P. takes Kt.	18. P. takes B. (dis. check)
19. K. to Kt. square	19. Castles (*e*)
20. Kt. to Q. Kt. sixth (check)	20. P. takes Kt.
21. Q. to her R.'s eighth (check)	21. K. to B. second
22. Q. R. to B. square (check)	22. K. to Q. third
23. Q. mates	

Notes.

(*a*) It is needless to point out why he does not take the K. P.
(*b*) This is prettily played.
(*c*) Taking the Kt. would, it is evident, have cost his Queen, by K. R. to B. eighth (check), &c.
(*d*) The proper move.
(*e*) Deplorable as this appears, it is about the best thing left for him.

Our next is the first game of a Match now pending between Mr. E. WILLIAMS and Mr. C. F SMITH. The terms of the contest are, that eight games shall be played—four of them upon even terms, and four in which Mr. W. is to give the odds of the Pawn and move.

White. (Mr. C. F. S.)	*Black.* (Mr. W.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes P.
5. P. to Q. B. third	5. B. to B. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. K. B. to Q. Kt. third
9. Q. B. to Kt. second	9. Kt. to K. B. third
10. P. to Q. fifth	10. Q. Kt. to K. second
11. Q. B. takes K. Kt.	11. P. takes B.
12. Kt. to Q. fourth	12. Kt. to K. Kt. third
13. P to K. B. fourth	13. Castles
14. Q. Kt. to B. third (*a*)	14. P. to K. B. fourth
15. K. to R. square	15. P. takes P.
16. Q. Kt. takes P.	16. Q. to K. B. fifth
17. P. to K. Kt. third	17. Q. to K. R. third
18. K. Kt. to K. B. third	18. Q. B. to K. R. sixth
19. R. to K. square	19. P. to K. B. fourth
20. Q. Kt. to K. Kt. fifth	20. K. B. to K. square
21. Q. to Q. R. fourth (*b*)	21. K. to B. square
22. Q. to Q. seventh	22. Kt. to K. second
23. R. to K. sixth	23. Q. to K. Kt. second
24. R. to K. B. sixth (checking)	24. K. to Kt. square (*c*)
25. Q. to K. sixth (checking)	25. K. to R. square
26. Q. Kt. checks	26. K. moves ___
27. K. Kt. to his fifth	

And wins.

Notes.

(*a*) K. to R. square appears to us a better move.
(*b*) The attack is kept up with a good deal of spirit and determination.
(*c*) It is obvious that taking the Rook would have lost the Queen.

MAJOR JAENISCH ON RUY LOPEZ' KNIGHT'S GAME.

(*Continued from page 253.*)

V.

THE BERLIN DEFENCE.

White.	*Black.*
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. Kt. fifth	3. K. Kt. to B. third

This defence, which was discovered in Berlin, and has been analyzed with remarkable care by M. Von Heydebrant, would be excellent if this great player had not himself discovered a mode of attack against it, for which all the efforts of his genius have failed to supply a satisfactory defence. Such, at least, is the conclusion to which the most attentive study of the subject has led us, and we can by no means agree with the opinion which M. Von Heydebrant has constantly maintained against us in 1844 and 1845 (we should be glad to hear that his views have since been altered,) namely, that the move, 3. K. Kt. to B. third, affords a full and satisfactory defence, even without combining it with the *close* method of play.

We shall content ourselves by giving the most essential of the colossal number of variations which we have made on this opening.

To catch the spirit of this defence, it must be observed that the advantage of, 3. K. Kt. to B. third, is, that it gains a move for Black, by attacking the K. P. If White defend it with Q. P. or Q. Kt., Black brings out his K. B., Castles, and developes his game without difficulty. White might indeed play, 4. P. to Q. B. third, and, if Black played, 4. Kt. takes K. P., then, 5. Q. to K. second, but it will be found that this only leads to an even game.

Again, if,

4. B. takes Kt.	4. Q. P. takes B.
5. Kt. takes P.	5. Q. to her fifth

With the best game.

We shall therefore confine our attention to the result of,

4. Q. to K. second	

A very strong and ingenious attack is gained, if Black now inconsiderately play out

	4. K. B. to Q. B. fourth
5. B. takes Kt.	5. Q. P. takes B.
6. Kt. takes P.	6. Q. to her fifth
7. Kt. to Q. third	7. B. to Q. Kt. third
8. P. to K. B. third	(He would lose a Piece by taking the K. P.)

And retains his Pawn.

Or else,

5. B. takes Kt.	5. Q. Kt. P. takes B.
6. Kt. takes P.	6. Q. to K. second
7. P. to K. B. fourth	7. B. to Q. fifth
8. Kt. to K. B. third	

And will keep the Pawn.

	4. P. to Q. R. third
5. B. to Q. R. fourth	5. P. to Q. Kt. fourth
6. B. to Q. Kt. third	6. K. B. to Q. B. fourth

These moves for the defence are those given by M. Von Heydebrant himself,

7. P. to Q. R. fourth (best)

7. B. to Q. fifth, although tempting, would not give any real advantage. (See the Variation.) It would be weak in Black to play now,

	7. P. to Q. Kt. fifth
8. B. takes K. B. P. (check)	8. K. takes B.
9. Q. to Q. B. fourth (check)	9. K. to his square
10. Q. takes B.	10. Kt. takes K. P.
11. Q. to K. third	11. P to Q. fourth
12. P. to Q. third	

Winning a Pawn.

Therefore

	7. Q. R. to Q. Kt. square
8. Q. R. P. takes P.	8. Q. R. P. takes P.
9. Q. Kt. to B. third	9. P. to Q. Kt. fifth
10. Q. Kt. to Q. fifth	10. Castles (best)
11. Castles	11. Q. Kt. to Q. fifth
12. Kt. takes Kt.	12. B. takes Kt.

You cannot now push on the Q. B. P., to drive away his Bishop, without leaving your own Bishop, after the change of Pawns, exposed to his Q.'s R., a circumstance which retards the development of your left wing. You therefore make the preparatory move.

13. B. to Q. B. fourth

Q. to Q. B. fourth, which looks better, is not in reality so good.

	13. P. to Q. B. third
	If 13. Kt. takes Kt.
14. P. takes Kt.	14. P. to Q. third
15. P. to Q. B. third	15. P. takes P.
16. Q. P. takes P.	16. B. to Q. Kt. third
17. B. to K. third	17. B. to Q. second
18. B. takes B.	18. R. takes B.
19. R. to R. seventh	19. P. to K. B. fourth
20. K. R. to Q. R. square	

and has the best of the game.

14. Kt. takes Kt. (check)	14. Q. takes Kt.
15. P. to Q. B. third	15. P. takes P.
16. Q. Kt. P. takes P.	16. B. to Q. B. fourth
17. P. to Q. third	17. B. to Q. Kt. second
18. Q. B. to K. third	18. Q. to K. second
19. Q. R. to R. fifth	19. B. takes B.
20. K. B. P. takes B.	20. Q. R. to R. square
21. K. R. to Q. R. square	21. P. to Q. third
	If 21. P. to Q. fourth
22. P. takes P.	22. P. takes P.
23. B. to Q. Kt. third	23. Q. to Q. B. second
24. Q. to Q. R. second	24. R. takes R.

25. Q. takes R.	25. Q. to her B. third
26. B. to Q. R. fourth	26. Q. to her R. third
27. Q. takes Q.	27. B. takes Q.
28. B. to Q. B. sixth	28. B. takes P.
29. R. takes P.	29. P. to K. Kt. fourth
30. R. to Q. R. seventh	30. K. to Kt. second
31. P. to Q. B. fourth	31. K. to Kt. third
32. P. to Q. B. fifth	

and ought to win.

22. P. to Q. fourth	22. P. takes P.
23. P. takes P.	

and White's advantage in position ought to win the game; for suppose—

	23. P. to K. R. third
24. R. takes R.	24. R. takes R.
25. R. takes R. (check)	25. B. takes R.
26. Q. to Q. R. second	26. B. to Q. Kt. second
27. Q. to Q. R. seventh	27. Q. to Q. second
28. B. to Q. R. sixth	28. B. to Q. B. square
29. Q. to Q. R. eighth	

and wins.

Variation on White's seventh move.

White.	*Black.*
7. B. to Q. fifth	7. Castles
8. B. takes Q. Kt.	

White would lose a piece by taking the K. P. with Kt.

	8. Q. P. takes B.
9. Kt. takes K. P.	9. R. to K. square
10. P. to K. B. fourth	10. B. to Q. fifth
11. Kt. takes Q. B. P.	

This move will cost you the game. You ought to play P. to Q.'s third, giving up the extra Pawn.

	11. Q. to Q. third
12. Kt. to K. fifth	12. B. takes Kt.
13. P. takes B.	13. R. takes P.
14. P. to Q. third	14. Q. R. to K. Kt. fifth
15. Q. to K. B. square	15. Kt. takes K. P.

If White had retreated the Q. to any other square, Black would make the same move with a still stronger game.

16. P. takes Kt.	16. R. takes P. (check)
17. K. to B. second	17. Q. R. to K. square
18. Q. Kt. to B. third	18. Q. to Q. fifth (check)
19 K. to K. Kt. third	19. R. to K. sixth (check)
20. B. takes R.	20. R. takes B. (check)
21. K. to B. second	21. R. takes Kt. (dis. check)
22. K. to K. square	

And Black mates in two moves.

Close Variation of the Berlin Defence.

White.	*Black.*
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. Kt. fifth	3. K. Kt. to B. third
4. Q. to K. second	4. B. to K. second (*a*)
5. P. to Q. B. third	5. P. to Q. third

This defence is very much to be preferred to the preceding, but it comes under the category of what we have called close defences.

You here advance the Q. B. P., in order to be able to take the Kt. with B., and then to take the K. P., without his being then able to play Q. to Q. fifth. He is consequently obliged to defend his K. P. with his Q. P.

6. P. to Q. fourth	

There is no use in helping Black to disengage his pieces by taking his Kt.

	6. B. to Q. second
7. Q. B. to K. Kt. fifth	7. Castles
8. Q. Kt. to Q. second	8. K. R. to K. square
9. Castles	9. P. to K. R. third
10. B. to K. R. fourth	10. Kt. to K. R. second
11. B. to K. Kt. third (best)	11. B. to K. B. third

And Black's game is sadly cramped by your centre Pawns.

The Close Defence to the Lopez Attack.

White.	*Black.*
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. Kt. fifth	3. P. to Q. third

This is the only really good defence to the Lopez attack. Although Black cannot obtain as good a development of his pieces as if he had played P. to Q. third at his second move, he can, however, annul the advantage of the move after a certain number of moves have been played. It then becomes more evident than ever, that the Lopez-Philidor defence,

1. P. to K. fourth	1. P. to K. fourth*
2. K. Kt. to B. third	2. P. to Q. third

(*a*) It would be premature to play

	4. P. to Q. third
because of 5. B. takes Kt (check)	5. P. takes B.
6. P. to Q. fourth	6. P. takes P.

He takes in order to avoid being left with an isolated doubled Pawn.

7. P. to K. fifth	7. Kt. to Q. fourth
8. P. takes Q. P. (check)	8. B. to K. third
9. Kt. takes Q. P.	9. Q. takes P.
10. Kt. takes B.	10. Q. takes Kt
11. Q. takes Q. (check)	11. P. takes Q

And Black's Pawns are quite dilapidated.

* Those not satisfied with this defence must play P. to K. third, or P. to Q. B. fourth, for their first move.

is the best and most correct possible to the Knight's opening. Since, in the present opening, Black is obliged to correct, by the advance of Queen's Pawn at the third move, his premature *sortie* with the Q. Kt. at the second,

4. B. takes Kt. (check)	

We think this inferior to P. to Q. fourth, which we shall give in a Variation.

	4. P. takes B.
5. P. to Q. fourth	

Lopez says that this move throws Black's game into complete disorder; but we are not yet convinced that Black's game does not admit of a good defence.

	5. P. takes P. (best)

Black might also try the counter gambit,

	5. P. to K. B. fourth
6. Q. P. takes P.	6. K. B. P. takes P.
7. Kt. to Kt. fifth	7. B. to K. B. fourth
8. P. to K. sixth	8. B. to K. Kt. third

as we have given it in a previous Variation.

6. Kt. takes P.	6. P. to Q. B. fourth
7. Kt. to K. B. third	7. Q. B. to Q. Kt. second

There is no use in 7. Q. B. to Q. R. third

because of 8. Q. Kt. to B. third	8. K.Kt. to B. third
9. Q. B. to K. Kt. fifth	9. K. B. to K. second
10. P. to K. fifth	10. Kt. to Q. second
11. B. takes B.	11. Q. takes B.
12. Kt. to Q. fifth	12. Q. to Q. square
13. P. takes P.	13. P. takes P.
14. Q. to Q. second	14. Castles
15. Castles	15. Kt. to K. fourth

White has a good game.

8. Q. Kt. to B. third	8. K. Kt. to B. third
9. Q. B. to K. Kt. fifth	9. K. B. to K. second
10. Q. to K. second	10. Castles
11. Castles on Q.'s side	11. Kt. to Q. second
12. B. takes B.	12. Q. takes B.

Even game.

Variation at White's fourth move.

4. P. to Q. fourth	4. Q. B. to Q. second
5. P. to Q. B. third (*a*)	

(*a*) If White Castle here, Black's best answer is, B. to K. second, as follows:—

5. Castles	5. B. to K. second
6. P. to Q. B. third	6. P. to K. R. third
7. K. R. to K. square	7. K. Kt. to B. third
8. P. takes P.	8. Kt. takes P.
9. B. takes B. (check)	9. Q. takes B. &c.

If P. to Q fifth, the Black Kt. retreats to his square, and the development of his game is not delayed.

	5. K. Kt. to B. third

And Black has a good defence.

If 6. Q. B. to K. Kt. fifth	6. P. to K. R. third
7. B. to R. fourth	7. P. to K. Kt. fourth
8. P. takes P.	8. Q. Kt. takes P.
9. B. takes B. (check)	9. Q. Kt. takes B.
10. B. to K. Kt. third	10. Kt. takes K. P. &c.
If 6. Q. to K. second	6. P. to K. R. third, to restrain your Queen's Bishop;
and if 6. Castles	6. P. to K. R. third
7. P. takes K. P.	7. Kt. takes P.
8. B. takes B. (check)	8. Q. takes B.
9. Kt. takes Kt.	9. P. takes Kt.
10. Q. takes Q. (check)	10. Kt. takes Q.

Equal game.

THE SUPERLATIVELY CLOSE DEFENCE.

We have so named a defence which we find in Bilguer's Treatise, and which, though by no means natural, we have not been able to prove incorrect We refer to Bilguer's Treatise for details, and only add one Variation to those given there.

White.	*Black.*
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. Kt. fifth	3. K. B. to Q. third
4. P. to Q. B. third	4. K. Kt. to B. third
5. P. to Q. third	5. P. to K. R. third
6. Castles	6. Castles
7. Q. B. to K. third	7. R. to K. square
8. Q. Kt. to Q. second	8. P. to Q. R. third
9. B. to Q. B. fourth	9. P. to Q. Kt. fourth
10. B. to Q. Kt. third	10. B. to Q. Kt. second
11. Q. to Q. B. second	11. Kt. to Q. R. fourth

The difficulty for White, in this Variation, is to get his own pieces and Pawns out, without releasing his adversary from restraint, and without taking the Q. Kt. with the K. B., which would let Black free immediately.

In taking leave of the Lopez attack, we cannot but express a wish that the great Chess authorities would be good enough to examine our thesis and our demonstration, and, rejecting whatever may be erroneous, help to bring this theory to the perfection at which we have aimed.

St. Petersburgh, Nov. 1847 L. F. DE JAENISCH.

Or thus.

6. R. to K. square	6. Kt. takes Q. P.
7. Kt. takes Kt.	7. P. takes Kt.
8. B. takes B. (check)	8. Q takes B.
9. Q. takes P.	9. B. to K. B. third
10. Q. to Q. third	10. Castles on Q.'s side
11. P. to Q. B. fourth	11. P. to K. R. fourth

With a nearly equal game.

CAPTAIN EVANS'S GAMBIT.

To the Editor of the Chess Player's Chronicle.

DEAR SIR,—I have long considered the Evans Gambit a safe attack, contrary (I fear) to the opinion of the leading players of the day; my opinion is the result of an attentive examination of the opening as given in the Books, and also of an extensive private analysis. I feel strengthened, too, in this opinion by observing that the great majority of published games in which this attack is tried are won by the first player. Nothing is farther from my wish than to set up my judgment in opposition to the judgment of those Authors on Chess who have, of late years, contributed so much to promote the science of the game, but I cannot help remarking, as regards this Gambit, that their analysis of it is rather deficient and unsatisfactory.

I send you a few variations, which, if correct, prove that the counter-play of B. to Q. R. fourth, followed by either P. to Q. third, or K. Kt. to B. third, as recommended in some of the Books, is unsound, and involves the loss of the game, or, at least, makes it very doubtful that Black will be enabled to draw.

I shall feel obliged to any of your readers who will point out any flaw they may discover in them, my chief object being, by creating discussion, to arrive at a knowledge of the value of this attack.

I have a few more Variations, which I intend sending you when leisure permits. I am, very truly yours,

GEORGE WALLER.

Dublin, 11th September, 1848.

OPENING I.

White.	*Black.*
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt.'s P.
5. P. to Q. B. third	5. B. to Q. R. fourth
6. Castles	6. P. to Q. third

The latest authorities recommend this move in preference to 6. B. to Q. Kt. third, which exposes the second player to the attack invented by Mr. Staunton, by playing, first, 7. P. to Q. fourth, and afterwards, on Black's taking P. with P., 8. P. to K. fifth.

7. P. to Q. fourth	7. P. takes P.

This is the defence recommended by the Books. The moves, 7. B. to Q. Kt. third, and 7. K. Kt. to B. third, are proved to be bad. *Vide* Chess Player's Handbook, page 128.

8. Q. to Q. Kt. third	

I consider this move stronger than the ordinary move of P. takes P.; the position of his Bishop prevents the Queen being dislodged by Kt. to Q. R. fourth (Handbook, p. 131).

I shall examine, in turn, each of the four answers which appear likely to be made in this attack, viz.,

(A) Q. to K. second
(C) Q. to Q. second
(B) Q. to K. B. third
(D) Q. B. to K. third

(A)

9. P. to K. fifth	8. Q. to K. second 9. P. takes P.

It seems necessary to take the Pawn.

10. Kt. takes Kt.	If 9. Kt. takes P. 10. Q. takes Kt.

Taking with the Pawn would cost a piece.

11. B. takes P. (check) 12. P. takes P. 13. B. to K. R. fifth 14. Q. to Q. Kt. fifth	11. K. to B. square If 12. Q. takes P. 13. Q. to K. B. third

and will win a piece;

but if 12. Q. to K. B. third

13. B. takes Kt. 14. Q. B. to Q. Kt. second.	13. R. takes B.

And White, though minus a Pawn, has a fine game.

10. R. to K. square	

in the first place.

	10. B. to Q. Kt. third
11. B. to Q. R. third	11. Q. to K. B. third
12. Kt. takes K. P.	12. Kt. takes Kt.
13. B. takes K. B. P. (check)	13. K. to Q. square
14. Q. to Q. fifth (check)	

Were Kt. to interpose, R. would mate, therefore,

	14. Q. B. to Q. second
15. R. takes Kt.	15. P. to Q. B. third
16. R. to K. eighth (check)	16. K. to Q. B. second
17. B. to Q. sixth (check)	17. Q. takes B.
18. Q. takes Q. (check)	18. K. takes Q.
19. R. takes R.	

And wins.

In the second place,

	10. B. to Q. Kt. third
11. B. to Q. R. third	11. Kt. to Q. B. fourth
12. Q. to Q. B. second	12. Q. to K. B. third
13. R. takes P. (check)	13 K. to Q. square
14. R. to Q. fifth (check)	14. B. to Q. second
15. Kt. to K. fifth	

And wins.

In the third place,

10. P. takes P.

If White were now to attack the Queen, by playing Q. B. to R. third Black would reply by interposing K.'s Bishop, and after the exchange consequent upon this move, would retain the Pawn; therefore,

11. Q. Kt. takes P.	11. B. takes Kt.

And though minus three Pawns, the position of White is so very strong, that no defence Black can adopt will save the game.

If he play 11. K. B. to Q. Kt. third

12. Q. B. to R. third	12. Q. Kt. to R. fourth
13. Q. to Q. Kt. fifth (check)	13. P. to Q. B. third
14. Q. takes K. P.	14. Q takes Q.
15. R. takes Q. (check)	

And wins.

Or if he play 11. Q. B. to K. third

12. Q. takes Q. Kt. P.	12. B. takes Kt.
13. Q. takes Kt. (check)	13. K. to B. square
14. Q. takes R. (check)	14. Q. to K. square
15. Q. takes Q. (check)	15. K. takes Q.
16. K. B. checks	16. K. to B. square
17. Q. B. checks	17. Kt. to K. second
18. Q. R. to Q. square	

And wins.

12. Q. takes B.	12. Q. B. to K. third

I see no better move.

If 12. P. to K. B. third

13. Q. B. to R. third	13. Q. to Q. square
14. Q. R. to Q. square	14. Q. B. to Q. second
15. K. B. to K. sixth	

And wins.

13. Kt. takes K. P.	13. Q. to K. B. third

If 13. Castles

14. Kt. takes Kt.	14. P. takes Kt.
15. Q. takes K. Kt. P.	15. K. Kt. to B. third
16. B. takes B. (check)	16. Q. takes B.
17. B. to K. Kt. fifth	

And wins.

14. B. to K. Kt. fifth	14. Q. takes B.
15. Kt. takes Kt.	15. P. takes Kt.
16. B. takes B.	16. P. takes B.
17. Q. takes P. (check)	

And wins.

(B)

	8. Q. to K. B. third
9. P. takes Q. P.	9. B. to Q. Kt. third

If this move were not made, the Bishop might be lost by White playing, first, P. to Q. fifth, and on Knight's retiring, Q. to Q. Kt fifth (checking.)

10. P. to K. fifth	10. P. takes P.

If 10. Q. to K. Kt. third

11. P. takes P.	11. P. takes P. (best)
12. Kt. to K. Kt. fifth	12. K Kt. to R. third
13. R. to K. square (check)	13. Q. Kt. to K. second
14. Q. Kt. to B. third	14. K. B. takes P.
15. Q. Kt. to Q. fifth	If 15. B. takes R.
16. Kt. takes Kt.	16. Q. to K. R. fourth
17. Kt. takes Q. B. (dis. check)	17. K. moves
takes Q. Kt. P.	

And wins.

	If 15. R. to K. B. third
16. Q. B. to K. B. fourth	

In this position White must win. Suppose Black to play

	16. K. to B. square
17. B. takes Q. P.	
	Or 16. K. to Q. square
17. Q. to Q. Kt. fourth	

If he play 16. Q. B. to K. third

17. K. Kt. takes B.	17. P. takes Kt.
18. Kt. to Q. B. seventh (check)	18. K. to Q. square
19. Q. takes Q. Kt. P.	

And wins.

Or, if he play 16. B. takes Kt.

17. B. takes B.	17. Q. takes B.
18. R. takes Kt. (check)	18. K. to Q. square
19. Q. R. to K. square	

And ought to win.

11. P. takes P.	11. Q. to K. Kt. third
12. Kt. to K. Kt. fifth	12. Kt. to K. R. third
13. P. to K. sixth	13. B. takes P.
14. B. takes B.	14. P. takes B.
15. Kt. takes P.	

And has the best of the game.

(C)

	8. Q. to Q. second
9. P. to K. fifth	9. P. takes P.
10. Kt. takes P.	10. Kt. takes Kt.
11. R. to K. square	11. P. to K. B. third

This appears to be his only move; the Queen cannot go to the support f the Knight, without incurring loss by the check of White's Queen at 2. Kt. fifth.

12. B. takes K. Kt.	12. P. takes P.
13. B. takes R. P.	13. P. to Q. B. seventh

He dare not take the Bishop with Rook; the check of Queen at K. Kt. eighth would force the game in a few moves; nor is his counter attack of any avail.

14. R. takes Kt. (check)	14. P. takes R.
15. B. to K. Kt. sixth (check)	15. K. moves
16. Q. B. checks	

And wins.

(D)

	8. Q. B. to K. third
9. B. takes B.	9. P. takes B.
10. P. takes P.	10. Q. to Q. second
11. P. to Q. fifth	11. Kt. to Q. square
12. P. takes P.	12. Kt. takes P.

Were Queen to take Pawn it would cost a piece.

13. Q. takes Q. Kt. P.

And ought to win.

Opening II.

Moves 1 to 6 as in the previous opening.

	6. K. Kt. to B. third
7. P. to Q. fourth	7. Castles
8. P. takes P.	8. K. Kt. takes P.
9. Q. to Q. B. second	9. P. to Q. fourth

These moves are given by Von H. Der Laza, as favorable for the defence. (Vide "Chess Player's Chronicle," vol. 5, p. 318.)

10. R. to Q. square	10. Q. B. to K. third
	If 10. Q. B. to K. B. fourth
11. B. takes P.	11. Kt. takes Q. B. P.
12. Q. takes B.	12. Kt. takes R.
12. Kt. to K. Kt. fifth	13. P. to K. Kt. third
14. B. takes K. B. P. (check)	14. K. to R. square
15. Q. to K. R. third	15. P. to K. R. fourth
16. B. takes Kt. P.	

And wins.

If, at move 12, Black were to take Bishop with Knight, instead of Rook, his game would still be unfavorable.

For example,	12. Kt. takes B.
13. Kt. to K. Kt. fifth	13. P. to K. Kt. third
14. Q. to K. fourth	14. Q. Kt. to K. second
15. Q. to K. R. fourth	15. P. to K. R. fourth
16. Kt. to K. fourth	

In this position White must win.

Were Black to play	16. Kt. to R. B. fourth
17. Q. takes Q.	17. Q. R. takes Q.
18. R. takes Kt.	18. R. takes R.
19. Kt. to B. sixth (checks)	

And wins a Piece.

11. Q. B. to K. third

This precautionary move is necessary; if White were to endeavour to regain his Pawn at once, he would lose the game. As follows:—

11. B. takes P.	11. B. takes B.
12. P. to Q. B. fourth	12. Kt. to Q. Kt. fifth
13. Q. to Q. Kt. second	13. B. to Q. Kt. third
14. Q. takes Kt.	14. Kt. takes K. B. P.
15. K. to B. square	15. B. takes P. (checks)

And wins.

11. Q. Kt. to K. second

	If 11. P. to K. B. fourth
12. B. takes P.	12. B. takes B.
13. P. to Q. B. fourth	13. Kt. to Q. Kt. fifth
14. Q. to Q. Kt. third	14. P. to K. B. fifth
15. B. to Q. fourth	15. Kt. to K. Kt. fourth
16. P. takes B.	16. Kt takes Kt. (check)
17. P. takes Kt.	17. Q. takes P.
18. B. to Q. B. fifth	18. Q. takes Q.
19. P. takes Q.	19. Kt. to Q. B. third
20. B. takes R.	

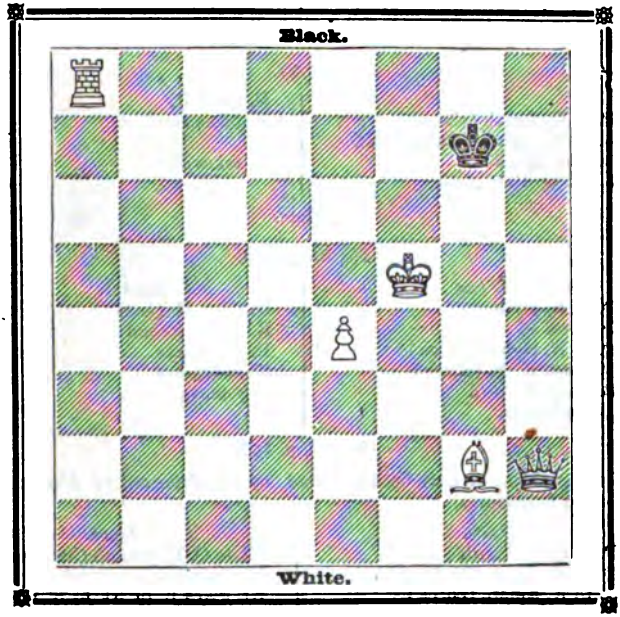
And ought to win.

12. K. B. to Q. third	12. P. to K. B. fourth
13. P. takes P. *en passant*	13. Kt. takes P.
14. Kt. to K. Kt. fifth	14. Q. to Q. second
15. B. takes P. (check)	15. K. to R. square
16. B. to Q. third	

White has regained the Pawn, and has rather the best position.

PROBLEM, No. 61.

By Herr Kling.



White Mates with the Pawn in four moves.

SOLUTIONS TO PROBLEMS.

No. 32, p. 135.

This beautiful position having been marred by the author's placing by mistake a White Pawn in lieu of a *White Bishop* at Q. Rook's second—an amended diagram shall be given shortly

No. 33, p. 140.

White.	*Black.*
1. P. to Q. B. third	K. to B. fourth
2. K. to Q. seventh	K. to Q. fourth
3. B. to K. B. sixth	K. to B. fourth
4. B. to Q. fourth (check).	K. to Q. fourth
5. P. to K. fourth	

Mate.

No. 34, p. 159.

White.	*Black.*
1. R. to Q. B. fourth (check)	K. takes R. (or A)
2. P. to K. eighth making a Kt. (double check)	K. to K. fourth (*best*)
3. B. to Q. sixth (check)	K. takes P.
4. R. to Q. B. fifth (check)	K. to K. third
5. Kt. to Q. fourth	

Mate.

(A)

	B. takes R.
P. to Q. fourth (check)	K. takes R.
P. to K. eighth making a Kt. (double check)	K. takes P.
Kt. to Q. B. seventh	

Mate.

No. 35, p. 159.

White.	*Black.*
1. Q. to K. sixth	R. takes R. (*best*)
2. Q. takes R.	R. to Kt. second
3. Q. to K. eighth (check)	R. interposes
4. Q. takes K. P. (check)	R. interposes
5. B. to Q. B. third	Any move
6. Queen Mates.	

No. 36, p. 160.

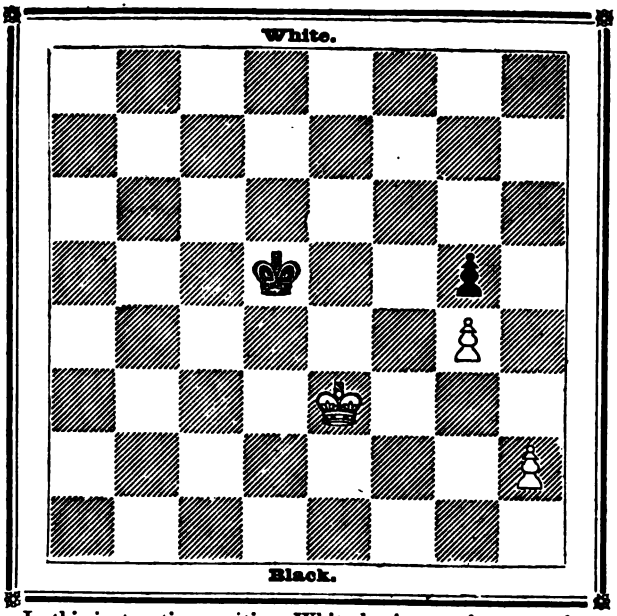
Of this problem we have been favoured, by Dr. Peterson, of Altona, with a solution in four moves.

White.	*Black.*
1. P. to Q. B. fourth	Kt. to Q. B. seventh (his best move),
2. Q. to K. Kt. fourth (check)	K. takes Kt.
3. R. to K. square (check)	Kt. takes R. or Kt. to K. sixth
4. Q. to K. fourth	

Mate.

PROBLEM, No. 62.

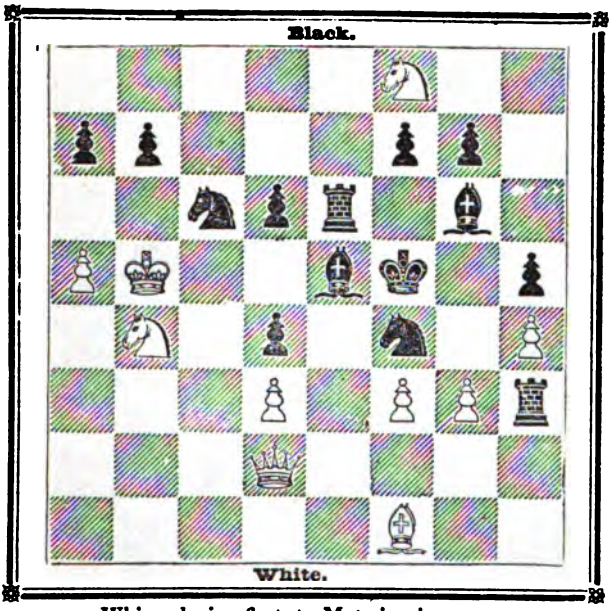
By Herr Kling.



In this instructive position, White having to play, can win.

PROBLEM, No. 63.

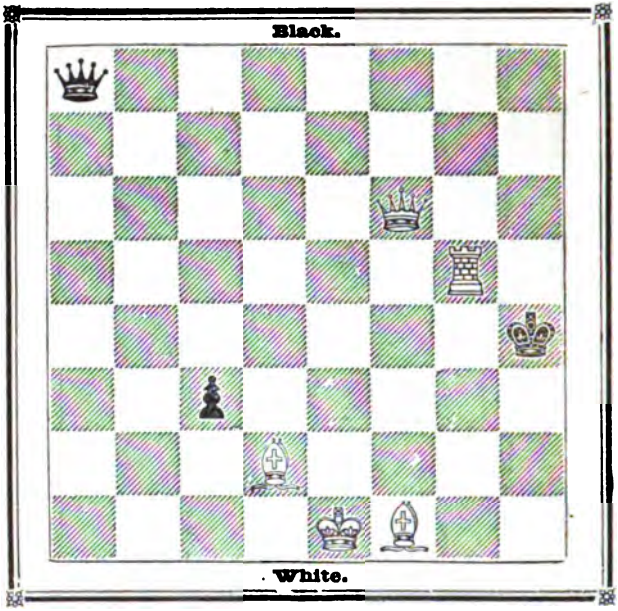
By Mr. Horwitz.



White playing first, to Mate in nine moves.

PROBLEM, No. 64.

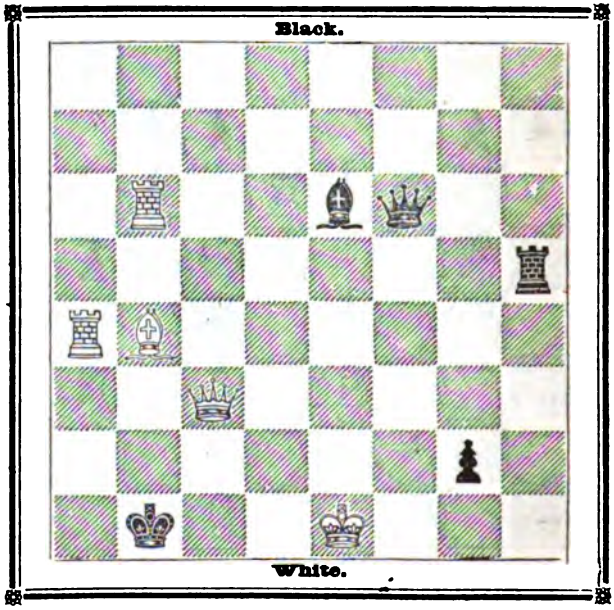
By Herr Kling.



White compels Black to give Mate in seven moves.

PROBLEM, No. 65.

By Herr Kling.



White compels Black to give Mate in eight moves.

CHESS IN THE PROVINCES.

THE following games were lately played at Brighton; the first, between Mr. STAUNTON and MR. TURNER, the Honorary Secretary of the Brighton Chess Club, and the remainder between MR. S. and MR. HANNAH of the same club. MR. S. giving the odds of the Kt., and the Pawn and two moves alternately, to each of those gentlemen.

Mr. S. gives Dr. Turner the Q. Kt.

(Remove Black's Q. Kt. from the board)

Black. (Mr. S.)	*White.* (Mr. T.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.
5. P. to Q. B. third	5. B. to Q. R. fourth
6. Castles	6. P. to Q. third
7. Q. to Q. Kt. third	7. K. Kt. to R. third
8. P. to Q. fourth	8. Castles
9. Q. B. to K. Kt. fifth	9. Q. to K square
10. Q. R. to Q. square	10. K. B. to Q. Kt. third
11. B. takes K. Kt.	11. P. takes B.
12. Q. to Q. Kt. square (*a*)	12. Q. B. to K. Kt. fifth
13. Q. R. to Q. third	13. K. to R. square
14. Q. to Q. B. square	14. P. to K. B. fourth (*b*)
15. K. P. takes P.	15. P. to K. fifth
16. K. R. to K. square	16. R. takes P.
17. Kt. to Q. second	17. P. to Q. fourth
18. Q. R. to K. Kt. third	18. Kt. to K. fourth (*c*)
19. B. takes Q. P.	19. Kt. to Q. sixth
20. Q. R. takes Kt.	20. R. takes B.
21. K. R. takes K. P.	21. Q. to Q. second
22. Q. R. to K. third	22. Q. B. to K. R. fourth (*d*)
23. R. to K. seventh	23. Q. to Q. square
24. Q. to K. square	24. P. to Q. B. fourth (*e*)
25. Q. R. to K. fifth	25. P. takes P.
26. Q. to K. fourth (*f*)	26. Q. B. to K. Kt. third
27. Q. to K. B. third (*g*)	27. Q. to K. B. square
28. Q. takes R.	28. P. takes P.

Black. (Mr. S.)	*White.* (Mr. T.)
29. R. to K. third (*h*)	29. B. takes R.
30. Q. to K. fifth (check)	30. K. to Kt. square
31. Q. takes B.	31. P. takes Kt.
32. R. to Q. seventh	32. Q. to K. B. third
33. Q. takes Q. P.	33. Q. to Q. R. eighth (check)
34. Q. to Q. square	34. Q. takes Q. (check)

And Black in a few moves resigns.

Notes.

(*a*) With the object of presently playing her to Q. B. square, to attack the doubled Pawn.

(*b*) Finely played.

(*c*) All this portion of the game is extremely intricate, and requires the greatest possible attention from both parties.

(*d*) An excellent move, and one which serves most effectually to baffle Black's meditated projects.

(*e*) This is in the best style.

(*f*) The attack at this stage appears to be perfectly irresistible, and we believe it must have proved so, but that White's foresight in retiring his Bishop to the Rook's fourth, on his twenty-second move, now enabled him to bring it most effectually to the rescue.

(*g*) At first sight this seems stronger play than taking the Rook, but farther examination proves, we believe, that Black would have had a better game by capturing the piece at once. Even in that case, however, we should take White's position for choice, for suppose—

27. Q. takes R.	27. Q. takes Q. (He might also take P. with P.
28. R. takes Q.	28. P. takes P.
29. Kt. to Q. Kt. third	29. R. to K. B. square, &c., &c.

(*h*) Kt. to K. B.'s third would have been a better move, but in any case we suspect Black's game was beyond surgery. His only chance was to aim at getting perpetual check.

et we en the same players, Mr. S. giving the Pawn and two moves.

(*Remove Black's K. B. Pawn from the board*)

White (Mr. T.)	*Black* (Mr. S.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. P. to K. third
3. K. B. to Q. third	3. P. to Q. B. fourth
4. P. takes P.	4. Q. to her R. fourth (check)
5. Q. Kt. to B. third	5. K. B. takes P.
6. Q. B. to Q. second	6. P. to Q. third
7. Q. Kt. to Q. fifth	7. Q. to her square
8. Q. Kt. to K. B. fourth	8. K. Kt. to B. third
9. P. to K. R. third	9. Q. Kt. to B. third
10. K. Kt. to B. third	10. Castles
11. Q. to K. second	11. P. to Q. R. third
12. Castles on Q.'s side	12. Q. to her B. second (*a*)
13. K. B. to Q. B. fourth	13. K. R. to K. square
14. Q. B. to his third	14. P. to Q. fourth
15. P. takes P.	15. Q. takes Kt. (check)
16. Q. B. to Q. second	16. Q. Kt. to Q. fifth
17. Q. B. takes Q. (*b*)	17. Kt. takes Q. (check)
18. B. takes Kt.	18. P. takes Q. P.
19. Kt. to K. fifth	19. K. B. takes P.
20. K. B. to his third	20. Q. B. to K. B. fourth (*c*)
21. K. B. takes P. (check)	21. Kt. takes B.
22. R. takes Kt.	22. Q. B. to K. fifth
23. Q. R. to Q. seventh	23. P. to K. Kt. fourth (*d*)
24. Kt. to K. Kt. fourth (*e*)	24. P. takes B.
25. Kt. takes B.	25. B. takes K. Kt. P.
26. K. R. to K. Kt. square	26. P. to K. B. sixth
27. Kt. to Kt. fourth	27. K. R. to K. third
28. P. to K. R. fourth	28. K. to R. square (*f*)
29. Q. R. to K. B. seventh	29. Q. R. to K. square
30. K. R. to Q. square (*g*)	30. K. R. to K. second
31. K. R. to Q. seventh (*h*)	31. R. takes K. R.
32. R. takes R.	32. B. to K. R. sixth
33. R. to Q. fourth	33. B. takes Kt.
34. R. takes B.	34. P. to K. B. seventh

And White resigned. [*Notes.*

Notes.

(*a*) Preventing the immediate advance of White's K. Pawn, and threatening an attack anon upon his Q. B. Pawn.

(*b*) Some instructive variations spring from White's taking Kt. with Kt. *ex. gr.*

17. Kt. takes Kt.	17. Q. takes Kt. or (*A*)
18. Q. B. to K. third	18. Q. to K. fourth
19. B. takes B.	19. Q. takes Q.
20. B. takes Q.	20. P. takes P. &c.

(*A*)

17. Kt. takes Kt.	17. Q. to Q. third
18. Kt. takes K. P.	18. Kt. takes Q. P.
19. B. to K. B. fourth	

And White should win.

(*c*) We believe this to be better than defending the Pawn.

(*d*) Taking the K. Kt. P. at this moment would have been imprudent, as the following moves shew.

	23. Q. B. takes K. Kt. P.
24. K. R. to his second	24. K. B. to K. sixth (check)
25. B. takes B.	25. R. takes Kt.
26. R. takes B.	26. R. takes B.
27. K. R. takes Kt. P. (check)	

And must win.

(*e*) White plays this termination with the greatest possible caution, and no little ability also. If here he had retreated his Bishop or taken the Pawn, Black would speedily have got a winning game.

(*f*) Hardly so good as doubling the Rooks, or playing K. R. to K. Kt. third.

(*g*) Kt. to K. B. sixth looks tempting, but Black's reply of R. to K. second would render it utterly unavailing.

(*h*) This move, so good in appearance, loses the game. White had evidently omitted to consider the consequences of his opponent's playing the B. to K. R. sixth, after the exchange of Rooks.

Between the same Players, at the same odds.*

(*Remove Black's K. B. Pawn from the board.*)

White. (Mr. T.)	*Black.* (Mr. S.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. P. to K. third
3. P. to Q. B. fourth	3. P. to Q. B. fourth
4. P. to Q. fifth	4. P. to Q. third
5. K. B. to Q. third	5. P. takes P.
6. K. P. takes P.	6. K. Kt. to B. third

* The second game, at the odds of the Knight, won by Mr. S., was not taken down.

White. (Mr. T.)	*Black.* (Mr. S.)
7. Q. B. to K. Kt. fifth	7. K. B. to K. second
8. B. takes Kt.	8. B. takes B.
9. Q. Kt. to B. third (*a*)	9. Castles
10. K. Kt. to K. second	10. K. R. to K. fourth
11. Castles	11. Q. B. to K. Kt. fifth
12. Q. to Q. second (*b*)	12. P. to K. Kt. fourth (*c*)
13. P. to K. B. third	13. Q. B. to K. B. fourth
14. B. takes B.	14. R. takes B.
15. Q. Kt. to K. fourth	15. Q. to K. B. square
16. P. to K. Kt. fourth (*d*)	16. Q. to K. R. third
17. K. Kt. to his third	17. R. to K. B. fifth
18. K. Kt. to K. R. fifth (*e*)	18. Q. Kt. to Q. second (*f*)
19. K. Kt. takes R.	19. B. takes Kt.
20. Q. to K. Kt. second	20. Kt. to K. fourth
21. P. to Q. Kt. third	21. R. to K. B. square
22. Kt. to K. Kt. third (*g*)	22. Q. to K. B. third
23. Kt. to K. B. fifth	23. Kt. to K. Kt. third
24. Q. R. to Q. square	24. B. to K. fourth
25. K. to R. square	25. B. to Q. B. sixth (*h*)
26. Q. to K. R. third	26. R. to K. square
27. Q. to K. R. sixth (*i*)	27. R. to K. seventh
28. Kt. to K. Kt. third	28. R. to Q. B. seventh (*k*)
29. Kt. to K. fourth	29. Q. to K. B. fifth
30. Kt. takes K. Kt. P. (*l*)	30. Kt. to K. B. square (*m*)
31. K. R. to K. Kt. square (*n*)	31. B. to K. Kt. second (*o*)
32. Q. to K. R. fifth	32. P. to K. R. third
33. Q. to K. B. seventh (check)	33. Q. takes Q.
34. Kt. takes Q.	34. K. takes Kt.
35. K. R. to Kt. second	35. R. to Q. B. sixth
36. P. to K. B. fourth	36. Kt. to K. Kt. third
37. Q. R. to K. square	37. R. to K. B. sixth
38. K. R. to K. second	38. Kt. takes K. B. P.
39. K. R. to K. seventh (check)	39. K. to Kt. third
40. K. R. takes Q. Kt. P.	40. B. to Q. B. sixth
41. Q. R. to Q. square	41. R. to K. B. seventh
42. K. R. takes Q. R. P.	42. Kt. to Q. seventh
43. K. R. to K. seventh	43. K. to Kt. fourth
44. K. R. to K. sixth	44. Kt. to K. B. fifth
45. K. R. takes Q. P.	45. B. to K. fourth
46. P. to K. R. fourth (check)	46. K. takes K. Kt. P.
47. K. R. takes R. P.	47. K. to R. sixth

And White shortly after surrendered.

[*Notes.*

Notes.

(*a*) Checking with the Q. would have been obviously injudicious.

(*b*) This move is evidently the result of mature deliberation. Most players would have preferred playing the Q. to her B.'s second, which is certainly inferior.

(*c*) Upon examination it will be found that nothing is to be gained by the sacrifice of either Rook or B. at K. B. sixth, and that the present is the only safe method of retarding the advance of White's K. B. P.

(*d*) It is pretty clear that taking the K. Kt. P. with the Kt. would not have been good, on account of Black's answering with B. takes K. R. P. (check), followed by Q. to K. R. third (check), &c.

(*e*) Better, it appears to us, than playing the Kt. to K. B. fifth.

(*f*) By sacrificing the exchange, Black is enabled at once to bring his Queen's Pieces into play, and gain the attack.

(*g*) From this point the game is remarkably well contested to the end.

(*h*) So important is the influence of this move upon the subsequent combinations, that it is hardly too much to say that it wins the game.

(*i*) Had he played the Kt. to K. Kt. third, to prevent the Rook going to K. seventh, Black would have won at least a Piece by moving his Kt. to K. B. fifth.

(*k*) The play in all this part of the game will well repay consideration.

(*l*) The capture of this Pawn was hardly to be resisted, yet White would have done more prudently in leaving it alone.

(*m*) It is this move which White appears to have overlooked when he ventured to take the tempting Pawn.

(*n*) We question if he have any better move. If he had played the Q. to K. R. fifth, Black would have answered at once with B. to K. fourth, and must always have won the Kt.

(*o*) Had he played the Bishop to K. B. third, White would have saved the loss of a Piece, for example,

32. Q. takes Kt. (check)	31. B. to K. B. third
33. Kt. to K. sixth (check), &c.	32. K. takes Q.

K. B.'s Opening.

Between Mr. STAUNTON and Mr. HANNAH, the former giving the odds of his K. Kt.

(*Remove Black's K. Kt. from the board.*)

Black (Mr. S.)	*White* (Mr. H.)
1. P. to K. fourth	1. P. to K. fourth
2. B. to Q. B. fourth	2. B. to Q. B. fourth
3. P. to Q. Kt. fourth	3. B. takes Kt. P.
4. P. to Q. B. third	4. B. to Q. R. fourth
5. Castles	5. B. to Q. Kt. third

Black. (Mr. S.)	*White.* (Mr. H.)
6. P. to Q. fourth	6. P. takes P.
7. P. to K. fifth	7. K. Kt. to K. second
8. Q. to K. R. fifth	8. Castles (*a*)
9. B. to K. Kt. fifth	9. Q. to K. square
10. K. R. to K. square	10. K. to R. square
11. Q. Kt. to Q. second	11. Q. Kt. to B. third
12. K. R. to K. fourth (*b*)	12. P. to K. B. fourth (*c*)
13. P. takes P. (in passing) (*d*)	13. Q. takes Q.
14. P. takes Kt.	14. Kt. takes P.
15. B. takes Kt.	15. R. takes K. B. P. (*e*)
16. Q. R. to K. square	16. P. takes P.
17. Kt. to K. B. square	

And White announced Mate in five moves.

Notes.

(*a*) If he had ventured to play K. Kt. to his third, Black would have won the Q., *e.g.*

	8. K. Kt. to his third
9. Q. B. to K. Kt. fifth	9. P. to K. B. third
10. P. takes P.	

And the Q. cannot escape.

(*b*) Black, we believe, might have got a winning attack by playing his Q. B. to K. B. sixth either now or on his previous move.

(*c*) This is an excellent and unexpected coup.

(*d*) The game was gone, play as he could.

(*e*) Another ingenious move.

K. B.'s Opening.

Between the same players, Mr. S. giving the odds of the K. Kt.

(*Remove Black's K. Kt. from the board.*)

Black (Mr. S.)	*White* (Mr. H.)
1. P. to K. fourth	1. P. to K. fourth
2. K. B. to Q. B. fourth	2. K. Kt. to B. third
3. P. to Q. fourth	3. P. to Q. third
4. P. takes P.	4. P. takes P.
5. Q. to K. second (*a*)	5. B. to Q. third
6. Q. B. to K. Kt. fifth	6. Q. Kt. to B. third
7. P. to Q. B. third	7. Q. B. to K. third

Black. (Mr. S)	*White.* (Mr. H.)
8. B. to Q. Kt. fifth	8. Castles
9. Castles	9. P. to Q. R. third
10. B. to Q. R. fourth	10. P. to Q. Kt. fourth
11. B. to Q. B. second	11. B. to Q. B. fifth
12. B. to Q. third	12. B. takes B.
13. Q. takes B.	13. B. to K. second
14. Q. to K. second	14. Q. to Q. second
15. P. to K. B. fourth	15. Q. to K. Kt. fifth
16. Q. to K. third	16. P. takes P.
17. B. takes P.	17. K. R. to K. square (*b*)
18. Q. Kt. to Q. second	18. Q. to K. third
19. Q. R. to K. square	19. K. Kt. to K. R. fourth
20. B. takes Q. B. P.	20. Q. R. to Q. B. square
21. B. to Q. Kt. sixth	21. Q. Kt. to K. fourth
22. B. to Q. fourth	22. P. to K. R. third (*c*)
23. Q. to K. second	23. K. Kt. to B. third
24. P. to K. R. third	24. B. to Q. third
25. P. to Q. Kt. fourth	25. Q. Kt. to Q. B. fifth
26. B. takes K. Kt.	26. P. takes B.
27. Kt. to K. B. third	27. B. to K. Kt. sixth (*d*)
28. Kt. to Q. fourth	28. Q. to K. fourth
29. Kt. to K. B. fifth (*e*)	29. B. to K. B. fifth
30. Q. to K. Kt. fourth (check)	30. B. to K. Kt. fourth
31. P. to K. R. fourth	31. Q. takes Q. B. P. (*f*)
32. Kt. takes P. (check)	32. K. to R. second (*g*)
33. P. takes B.	

And White resigns.

Notes.

(*a*) Giving such odds, Black thought the gain of the adverse B. P. would have proved a loss by enabling his opponent to exchange Queens.

(*b*) Threatening to take the K. P. with his Kt., and, if Black retook the Kt., to win the Queen

(*c*) Intending to force an exchange of pieces by playing the B. to K. Kt. fourth.

(*d*) Thinking to compel Black to remove his Q. Rook, and thus win the K. Pawn.

(*e*) This move wins at least a piece.

(*f*) P. to K. R. fourth would have availed him nothing.

(*g*) If to K. B. square, Black could have taken the Bishop with his Queen safely, mating with his K. Rook if the Queen were captured.

Between the same Players; Mr S. giving the Pawn and two moves.]

(*Remove Black's K. B. P.*)

White. (Mr. H.)	*Black.* (Mr. S.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. Q. Kt. to B. third
3. Q. Kt. to B. third	3. P. to K. fourth
4. P. takes P.	4. Kt. takes P.
5. P. to K. B. fourth	5. Kt. to K. B. second
6. B. to Q. B. fourth	6. K. Kt. to R. third
7. P. to K. B. fifth	7. B. to Q. Kt. fifth
8. K. Kt. to K. second	8. Q. to K. R. fifth (check)
9. K. Kt. to Kt. third	9. P. to Q. B. third
10. Q. B. takes Kt.	10. Q. takes B.
11. Castles	11. Castles (*a*)
12. K. R. to B. third	12. P. to Q. Kt. fourth
13. B. takes Kt. (check)	13. R. takes B.
14. Q. to K. second	14. B. to Q. B. fourth (check)
15. K. to R. square	15. P. to Q. R. fourth
16. Q. Kt. to Q. square	16. Q. B. to Q. R. third
17. Q. Kt. to K. B. second	17. P. to Q. Kt. fifth
18. Q. Kt. to Q. third	18. B. to Q. fifth
19. Q. to Q. square	19. P. to Q. B. fourth
20. K. Kt. to K. second	20. B. takes Q. Kt.
21. R. takes B. (*b*)	21. B. takes Q. Kt. P.
22. R. takes Q. P.	22. B. takes R. (*c*)
23. R. takes R.	23. B. to Q. fifth (*d*)
24. R. to Q. seventh	24. Q. to K. R. fourth
25. Q. to her third	25. Q. to K. R. fifth
26. P. to K. Kt. third	26. Q. to K. Kt. fourth
27. Kt. takes B.	27. P. takes Kt.
28. R. takes Q. P.	

And White finally won the game

Notes.

(*a*) Black would not have improved his game by taking the Kt. and winning the Pawn.

(*b*) The remainder of the game is very ably played by White.

(*c*) Had he moved the B. to K. fourth, White would have won a Piece.

(*d*) B. to K. fourth would have been no better.

The accompanying game was lately played at Liverpool, between Mr. HARRWITZ and Mr. SPRECKLEY.

Black. (Mr. H.)	*White.* (Mr. S.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. P. to Q. fourth	3. P. takes P.
4. K. B. to Q. B. fourth	4. P. to Q. third
5. P. to Q. B. third	5. K. Kt. to B. third
6. Q. B. to K. Kt. fifth	6. P. to K. R. third
7. B. takes Kt.	7. Q. takes B.
8. P. takes P.	8. B. to K. second
9. Q. Kt. to B. third	9. Q. to K. Kt. third
10. Castles	10. B. to K. Kt. fifth (*a*)
11. K. to R. square	11. Castles on K.'s side
12. P. to Q. R. third	12. B. takes Kt.
13. P. takes B.	13. B. to K. Kt. fourth
14. K. R. to Kt. square	14. Q. to K. B. third
15. P. to K. fifth	15. P. takes P.
16. Kt. to K. fifth	16. Q. to K. second
17. Kt. takes B.	17. P. takes Kt.
18. P. to Q. fifth	18. Kt. to Q. fifth
19. R. to Kt. third	19. Q. R. to Q. square
20. Q. to Q. third	20. P. to K. Kt. third
21. Q. R. to K. Kt. square	21. Q. to K. B. third (*b*)
22. P. to K. R. fourth	22. K. to Kt. second
23. P. takes P.	23. Q. to K. B. fourth
24. Q. to K. fourth	24. R. to K. R. square (check)
25. K. to Kt. second	25. R. to K. R. fourth
26. K. to B. square	26. P. to Q. B. third
27. P. takes P.	27. Kt. takes Q. B. P.
28. Q. takes Q.	28. P. takes Q.
29. B. to K. second	29. P. to K. B. fifth
30. R. to Kt. fourth	30. R. to Q. seventh
31. P. to K. Kt. sixth	31. P. to K. B. third
32. B. to Q. B. fourth	32. R. takes Q. Kt. P.
33. K. to Kt. second	33. Kt. to Q. fifth
34. R. to Q. square	34. R. to B. seventh
35. B. to Q. fifth	35. P. to K. B. fourth (*c*)

Black. (Mr. H.)	*White.* (Mr. S.)
36. R. takes P.	36. R. to Kt. fourth (check)
37. K. to B. square	37. P. takes R. (*d*)
38. R. takes Kt.	38. K. R. takes P. (*e*)
39. R. takes P.	39. Q. R. to Q. Kt. seventh
40. R. takes P.	40. K. R. to K. B. third
41. R. to K. fifth	41. K. to B. square
42. R. to K. third	42. K. R. to Q. third
43. B. to B. fourth	43. K. R. to Q. eighth (check) (*f*)
44. K. to Kt. second	44. K. R. to Q. seventh
45. K. to Kt. third	45. K. R. takes P.
46. K. to B. fourth	46. K. R. to Q. seventh
47. B. to Q. Kt. third	47. K. R. to Q. third
48. K. to K. fifth	48. Q. R. to Q. seventh
49. B. to B. fourth	49. P. to Q. Kt. fourth
50. B. to K. sixth	50. K. R. to Q. sixth
51. K. to K. fourth	51. R. takes R. (check)
52. K. takes R.	52. R. to Q. third
53. B. to Kt. third	53. K. to K. second
54. K. to K. fourth	54. K. to B. third
55. P. to K. B. fourth	55. P. to Q. R. fourth (*g*)
56. B. to Q. fifth	56. P. to Q. Kt. fifth
57. P. takes P.	57. P. takes P.
58. B. to B. fourth	58. R. to Kt. third
59. B. to Kt. third	59. R. to Kt. square (*h*)
60. P. to K. B. fifth	60. R. to Kt. fourth
61. K. to Q. third	61. K. takes P.
62. K. to B. fourth	

And the game was ultimately drawn.

Notes.

(*a*) If to K. R. sixth, Black would have played Kt. to K. square.

(*b*) Promising, if Black took the Kt. P., to take the K. B.'s P. in return.

(*c*) This Pawn might have been advanced more effectively two moves sooner perhaps.

(*d*) Surely Mr. Spreckley was guilty of an unaccountable omission here. It appears to us that by simply playing his Kt. to K. seventh, he must have won a clear Rook.

(*e*) Q. R. to B. eighth, followed by K. R. to Kt. eighth, looks much stronger play.

(*f*) K. R. to Q. seventh, we should have preferred. If then Black attempted to save the P., he must have lost the game; for suppose—

	43. K. R. to Q. seventh
44. R. to K. second (or A)	44. R. takes R.
45. B. takes R.	45. R. to Q. R. seventh

And wins.

(A)

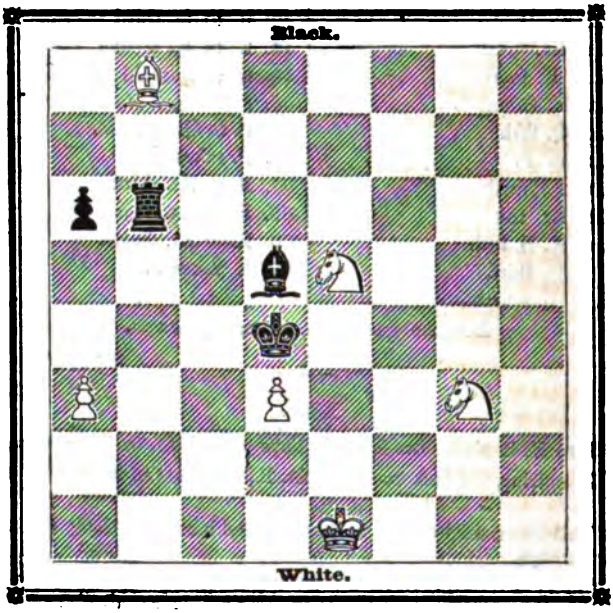
44. B. to K. second	44. Q. R. to Kt. eighth (check)
45. K. to Kt. second	45. Q. R. to K. eighth

Winning a Piece.

(g) R. to Q. R. third, it strikes us, would have won the game.
(h) R. to B. third must have been better than this.

PROBLEM, No. 66.

By Messrs. Kling and Horwitz.



White Mates in five moves.

Our next are two highly interesting games recently played at Liverpool between the Honorary Secretary of that, and the Honorary Secretary of the London, Chess-club.

White. (Mr. Spreckley.)	*Black.* (Mr. Perigal.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. B. to B. fourth	3. B. to B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.
5. P. to Q. B. third	5. B. to R. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. Q. to Kt. third (*a*)	8. Q. to K. second
9. P. to K. fifth	9. P. takes K. P.
10. R. to K. square	10. B. to Kt. third
11. B. to Q. R. third	11. Q. to K. B. third
12. Kt. takes K. P.	12. Kt. takes Kt.
13. B. takes P. (check)	13. K. to Q. square
14. Q. to Q. fifth (check)	14. B. to Q. second
15. R. takes Kt.	15. P. to Q. B. third
16. R. to K. eighth (check)	16. K. to B. second
17. Q. to Q. sixth (check)	17. Q. takes Q.
18. B. takes Q. (check)	18. K. takes B.
19. R. takes R. (*b*)	19. B. to K. third
20. B. takes B.	20. K. takes B.
21. Kt. to Q. second	21. P. takes P.
22. Kt. to K. fourth	22. B. to Q. fifth
23. R. to Q. B. square	23. P. to K. Kt. third
24. Kt. takes P.	24. Kt. to K. second
25. R. takes R.	25. B. takes R.
26. K. to B. square	26. P. to K. R. third
27. Kt. to K. fourth	27. P. to Q. Kt. third
28. P. to K. Kt. fourth	28. P. to Q. B. fourth
29. R. to K. square	29. K. to Q. second
30. K. to K. second	30. Kt. to Q. fourth
31. P. to Q. R. fourth	31. K. to Q. B. third
32. K. to Q. third	32. P. to Q. Kt. fourth
33. P. takes P. (check)	33. K. takes. P.
34. Kt. to Q. sixth (check)	34. K. to B. third
35. Kt. to K. B. seventh	35. B. to Kt. second
36. Kt. to K. fifth (check)	36. K. to Kt. fourth

White. (Mr. Spreckley.)	*Black.* (Mr. Perigal.)
37. Kt. takes P.	37. P. to Q. R. fourth
38. P. to K. B. fourth	38. P. to Q. R. fifth
39. K. to B. second	39. Kt. to Kt. fifth (check)
40. K. to Kt. square	40. B. to Q. fifth
41. P. to K. R. fourth	41. P. to Q. R. sixth
42. R. to K. second	42. K. to R. fifth
43. Kt. to K. fifth	43. K. to Kt. sixth
44. P. to K. Kt. fifth	44. P. to Q. R. seventh (check)
45. R. takes P.	45. Kt. takes R.
46. P. takes P.	

And Black mates in two moves (*c*)

Notes.

(*a*) This mode of continuing the attack will be found very fully and ingeniously treated of by Mr. Waller, in our last month's number.

(*b*) Up to this stage the play on both sides is nearly move for move, the same as one of Mr. Waller's variations.

(*c*) The termination of this game is a beautiful and instructive example of Pawn-play.

Between the same Players.

White. (Mr. Spreckley.)	*Black.* (Mr. Perigal.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. P. to Q. B. third	3. P. to Q. fourth
4. B. to Q. Kt. fifth	4. B. to K. Kt. fifth
5. Q. to R. fourth	5. Q. to Q. third
6. P. takes P.	6. B. takes Kt.
7. P. takes Kt.	7. B. takes Q. B. P.
8. B. takes B. (check)	8. P. takes B.
9. Castles	9. Kt. to B. third
10. P. to Q. third	10. B. to K. second
11. B. to K. third	11. Castles K. R.
12. Q. to B. second	12. Kt. to Kt. fifth
13. P. to K. R. third	13. Kt. takes B.
14. P. takes Kt.	14. Q. R. to Q. square
15. P. to Q. fourth	15. P. takes P.
16. K. P. takes P.	16. P. to Q. B. fourth
17. P. takes P.	17. Q. takes Q. B. P. (check)

White. (Mr. Spreckley.)	*Black.* (Mr. Perigal.)
18. K. to R. square	18. Q. to K. Kt. fourth
19. R. to B. second	19. B. to B. fourth
20. R. to K. second	20. R. to Q. third
21. Kt. to Q. second	21. P. to K. B. fourth
22. Kt. to B. third	22. Q. to Kt. sixth
23. Q. R. to K. square	23. R. to K. Kt. third
24. Kt. to K. fifth	24. R. to K. R. third
25. Q. to Q. third (*a*)	25. Q. takes Q.
26. Kt. takes Q.	26. B. to Q. third
27. Kt. to K. fifth	27. P. to K. Kt. fourth
28. R. to K. third	28. P. to K. Kt. fifth
29. R. to K. B. square	29. P. takes P.
30. P. takes P.	30. P. to K. B. fifth
31. Kt. to Kt. fourth	31. R. to Kt. third
32. K. R. to K. B. third	

Surrendered as drawn.

Note.

(*a*) Checking with the Q. at her Kt. third would have been useless.

CHESS IN THE METROPOLIS.

Mr. Buckle gives the Pawn and Move to Mr. G. W. Medley.

(*Remove Black's K. B. P. from the board.*)

White. (Mr. G. W. Medley.)	*Black.* (Mr. Buckle.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. P. takes P.	3. P. takes P.
4. Q. Kt. to B. third	4. K. Kt. to B. third
5. Q. B. to K. Kt. fifth	5. K. B. to Q. Kt. fifth
6. K. B. to Q. third	6. Castles
7. K. Kt. to K. second	7. Q. Kt. to B. third
8. Castles	8. Q. Kt. to K. second
9. K. Kt. to Kt. third	9. P. to Q. B. third

White. (Mr. G. W. Medley.)	*Black.* (Mr. Buckle.)
10. Q. Kt. to K. second	10. K. B. to Q. third
11. P. to K. B. fourth	11. K. Kt. to Kt. fifth
12. K. R. to B. third	12. Q. to Q. Kt. third
13. P. to K. R. third	13. K. Kt. to B. third
14. B. takes Kt.	14. R. takes B.
15. K. Kt. to R. fifth	15. R. to K. B. third
16. P. to K. Kt. fourth	16. Q. B. to Q. second
17. P. to Q. B. third	17. Q. R. to K. B. square
18. P. to K. B. fifth (*a*)	18. Kt. takes P.
19. B. takes Kt.	19. B. takes B.
20. Kt. takes K. Kt. P.	20. B. to K. fifth
21. R. takes R. (check)	21. B. takes R.
22. Kt. to K. R. fifth	22. Q. to Q. square
23. Q. Kt. to K. Kt. third	23. Q. to K. R. fifth (*b*)
24. Kt. takes B.	24. P. takes Kt.
25. Q. to Q. Kt. third (check) (*c*)	25. K. to R. square
26. Q. R. to K. B. square	26. B. to K. second
27. Q. to K. B. seventh	27. R. to K. Kt. third
28. Q. to K. B. fifth	28. B. to Q. third
29. K. to Kt. second	29. P. to K. sixth (*d*)
30. Kt. to K. B. fourth	30. R. to K. Kt. square
31. Kt. to K. second (*e*)	31. R. to K. B.

And wins.

Notes.

(*a*) Q. to her second, with the view of advancing the K. B. P., if Black played P. to K. Kt. third, would perhaps have been better.

(*b*) This appears doubly hazardous, and ought, we believe, to have cost the game.

(*c*) From this point, White might, we think, with ordinary care, have ensured an easy victory.

(*d*) Mr. B. plays this difficult defence with his characteristic ingenuity.

(*e*) Overlooking Black's threatened rejoinder. He should have played Q. to K. sixth.

JOTTINGS ON CHESS.

By Captain H. A. Kennedy.

In a little paper of mine, which appeared in this *Chronicle* some four years back, I took occasion to remark the great progress that Chess had lately made, and was still making, everywhere in this country. Since that time, I am happy to say, the good cause has been advancing more rapidly and steadily than ever. Chess clubs now flourish well nigh "thick as autumn leaves in Vallambrosa," from Land's End to Johnny Groat's. The *Illustrated News* wafts the subject into every *boudoir*, and in general society it is no uncommon thing to hear it discussed, and the names of eminent players mentioned even by those who take comparatively little interest in the matter. As a consequence of all this, the absolute number of Chess players has increased very much in all parts of the kingdom; and, be it remembered, that I do not consider the designation "Chess player," by any means to apply to the individual, who mayhap knowing little more of the noble mystery than barely the moves, skittles his men about the board without plan or system of any kind; he alone is worthy of the name, who, after patient and careful study, having mastered the chief openings, and made himself cognizant of the leading principles of the game, regards Chess not as an idle and trivial pastime, but rather as a whetstone on which he may grind and sharpen all the highest faculties of his mind. In brief, I consider the general diffusion of the knowledge and love of Chess, together with the extensive scientific cultivation of it, which even an indifferent observer must have noticed to have been everywhere in progress of late years, to be one of the signs of the large intellectual stride which the present era has made in advance of its predecessors. Moreover, if there be any truth in the ancient apothegm,

"Omne tulit punctum qui miscuit utile dulce,"

then, indeed, Chess must assume a higher grade amongst the inventions that have benefited mankind, than has yet been assigned to it; for where is there to be found a mental exercise in which instruction and amusement are more equally combined—the *utile* and *dulce* more pleasantly and harmoniously blended, than on the sixty squares of Caissa's arena.

The scroll of history is rich in great names who were devoted to Chess. The sagacious Franklin was a lover of it, and has deduced from it many wise maxims applicable to the practical uses of daily life. Frederick the Great, the keen-witted Voltaire, and Napoleon, were enthusiasts in the game. It formed a chief solace to the captive Emperor in his lone exile, "afar amidst the melancholy main," at St. Helena. A strange and affecting sight it must have been to behold the giant intelligence, for the grasp of whose restless energies the wild world was all too narrow, thus cabined and confined; the mighty glories of Marengo and Austerlitz became to him even as the shadowy visions of a dream—the battle-field of his waking reality a toy of chequered ivory some two feet square. Singularly enough, however, Napoleon never attained any considerable proficiency in Chess; a first-rate player could at any time have afforded him the odds of a Rook, but the Chess board of the renowned Corsican was the Continent of Europe; on that he had long no equal, and he moved Kings, Queens, and minor pieces, without let or hindrance, until the Iron

Duke bestowed on him the final and irretrievable checkmate of Waterloo.

One favourable peculiarity attending Chess in the eyes of many is, that there exists no necessity to play well, or even moderately, in order to enjoy the pleasing mental excitement which it creates. This is so much the case, as almost to make it appear that a small proficiency in the art is compatible with more pleasure than a high degree of skill. When a player has obtained, or conceived that he has obtained, a Chess reputation, he not unfrequently affects a maid-like chariness of it, he stands much on punctilio, and the bare idea of losing a game to an equal or inferior, throws him into an agony, and causes his bowels to yearn with apprehension. Your indifferent player, on the contrary, has no such qualms and forebodings; with him, honest man, it is *cantabit vacuus* all the year round; no one can filch away his good name, and if now and then he chance to win a *partie* of a great gun, he chuckles with delight, and the desire of his heart is fulfilled. I am acquainted with keen amateurs who have played Chess all their lives, who receive still in a club the advantage of a Queen, and who are without hope, and I believe without the desire, of overcoming these odds. There was a foreign amateur well known a year or two ago in the London Chess circle, who played Chess continually, and with the utmost ardour, refusing to accept from any one smaller odds than the Queen, three pawns, and the move! An amusing illustration of what I have just remarked was told to me by the late Mr. Daniels, himself a Chess "light too early quenched." Entering a room where a brace of Chess acolytes were eagerly occupied with a game, and both playing as if their lives were staked on the issue, Mr. Daniels walked up to the table, and carelessly surveying the board, inquired how they were getting on?" "Oh, very well," said one of these McDonnells *in posse*, looking up with a smile of ineffable self-complacency, "Very well indeed, *but we've both lost our Kings!*"

The chief practical deficiency in the common run of Chess play is, I believe, the want of a good general view of the board, by which I mean the capacity to grapple, and constantly retain before the mental, as well as bodily eyesight, the whole scope and action of any game one may be conducting. Many there are who have acquired a competent knowledge of the openings and endings, but who, when launched upon the wide sea of the middle game, drift about bewildered, without rudder to guide, or compass to steer by. Others again combine their pieces with considerable readiness and accuracy, but when the working of Pawns is in question, exhibit a melancholy falling off; while not a few on the other hand, shew more resource in manœuvring their Pawns or private soldiers, than in superintending the movements of the superior officers. Some possess the glance of a hawk for particular situations, and will run perhaps seven or eight moves deep into the variations of a difficult and complex position, but this quickness of sight is limited to one spot, and they are consequently unable to bring the entire scheme and purpose of the game within the field of their vision. These last are generally good solvers of problems.

What, then, are the *desiderata* to constitute a really fine Chess player?

The principal characteristic in the mental conformation of a Staunton or a Heydebrant is, I should say, *comprehensiveness*. "Looking before and after," his penetrating and sagacious eye surveys the board from

Rook's Pawn to Rook's Pawn, embracing at once the broadest generalities together with the most minute details. Intricate combinations and crowded entangled positions, which would serve only to stupefy or hopelessly bewilder the brain of a player of smaller calibre, evolve themselves before his understanding "mind's eye" in distinct and lucid order. In the midst of an impetuous assault, which appears to occupy his entire attention, he suddenly marches a flank foot soldier, who is far from that part of the action where the fight is warmest, one step to the front, as it would seem with no particular design; yet, in the after part of the fray, when the pieces are cleared off the field, and the battle of the Pawns rageth hotly, that harmless little advance of "Q. R. P. to his sixth" is found to exercise an influence over the fortunes of the game potent enough to turn the scale of victory in his favor. Mark the precision and steady regularity with which his forces come out upon the board, and the subtle caution with which his plan of attack is masked from the enemy, until the proper moment for its development shall arrive. Armed at all points, and prepared for every contingency, his game presents a solid, compact, and bristling front, through which his adversary seeks in vain to find a penetrable opening. When his designs are fully matured, he begins his assault with vigour, and prosecutes it with relentless pertinacity, allowing his hapless foe no respite, or even breathing time. While his opponent's pieces are huddled together, their action either greatly circumscribed or altogether paralyzed, his own appear as if gifted with ubiquity, ranging over the board withersoever they list.* The attack is now concentrated directly upon the hostile King, who opposes the flower of his army to the coming onslaught. Vainly he does so, for, in the words of Napier, describing the British charge at Albuera, "nothing can stop that astonishing infantry," as well as cavalry. Gradually the beleaguered monarch's power of defence becomes contracted by the capture and slaughter of his choicest troops, until at length he either surrenders at discretion, or a total rout ensues, and irrevocable checkmate closes the scene.

Chess players, as far as my experience goes, are for the most part good fellows; intelligent, well-informed, of liberal ideas, and willing to befriend one another as opportunity may serve or necessity demand. There is a community of mind in it that draws amateurs of this fascinating pursuit one to another, uniting and binding them together by links of perdurable toughness. I myself have formed scores of pleasant acquaintances, and one or two friendships, which I would not willingly allow to perish, over the Chessboard. And as these words flow from my pen, there rises from the unforgotten past the form of one now departed, on whose name I would fain linger for a brief moment to offer a passing tribute to his memory, even "in the frail pauses" of this idle and transitory writing. It was Chess that first brought us together, and a congenial bent of

* It is a common complaint with Chess players when pitted against an opponent stronger than themselves, that they "appear to have no pieces on the board." A worthy friend of mine, with whom I am accustomed to play a good deal, when his game chances to be bad, and his pieces in a dead fix, is in the habit of abusing them fiercely, as if they possessed an independent volition, and had brought him into trouble of their own accord. "Look at that lumbering old thief of a Castle," he will perhaps say to a looker-on, "of what use is he to me? never moved once—he might as well be off the board."

mind, with sympathetic tastes, soon ripened the casual acquaintance into warm friendship. I see him now as of yore, his small and finely chiselled features flushed with anxious solicitude, as he hangs over the Chessboard pondering a difficult move. I hear him ardently descanting on some abstruse and knotty point of theology or ethical philosophy, topics in the discussion of which his acute and logical mind ever took especial delight. I stand near him again at the altar, and witness the brightest hope of his life consummated in his union with a youthful and most lovely bride. Within a fortnight of that day, a disastrous accident hurried him into a premature grave, and cut short a career in which his fine talents, professional skill, and unblemished honor, promised to attain for him the highest distinction. Farewell, dear B——! Oftentimes in very sooth do I think:—

"Heu! quanto minus est cum reliquis versari, quam tui meminisse."

To give odds well is by no means a sure criterion of a Chess player's real power. There is a certain knack in this variety of the established game, which some very fine players, possibly from want of practice, do not always acquire; while other third-rates again, can sometimes render advantages far above their proper strength. An "odds" encounter differs from an even contest principally in this respect, that the superior player, in addition to ordinary contingencies, is compelled to guard against and parry, as best he may, the natural propensity of his adversary to simplify matters, and increase his own chance of winning, by changing off the pieces as fast as possible. I have heard this practice complained of as shabby, but surely without reason. The object of either party is to win the game by every legitimate mean; if, therefore, you are unable to stave off exchanges, or to obviate their effects, it is plain that you cannot afford the odds you have stipulated to give. It requires a quick tact, as well as knowledge of your opponent's style of play, to enable you to calculate readily the kind of risks you may safely venture on, for, as I need hardly say, when giving odds, you must frequently play unsoundly, the very nature of your undertaking obliging you to do so. Should a really accomplished player (Mr. Buckle for instance, who is as finished a master of this department of Chess, as he is of the regular game) be yielding heavy odds, and hard pressed by the numerical superiority of his opponent, consider it advisable to retreat for a while, adopting the strategetical system of the wary Fabius,

"Qui nobis cunctando restituit rem;"

he falls back in grim and ominous silence, drawing his scattered forces together, and biding his time to make a leap on any unsuspected weakness which his practised eye may detect in his enemy's array. Be ready at all points therefore, friend Rook player, ere you attempt to give the *coup de grâce* to the lion in his lair. It may be that you have encompassed the forest king with a net work of iron, but take good heed, or helpless and without resource as he appears, he may yet burst his toils and rend thee to pieces.

I have heard a ludicrous instance of the absorbing power exercised by Chess over the mind, in producing a temporary oblivion of the laws both of personal cleanliness and good manners. The anecdote I believe is perfectly authentic. It happened that two individuals were intently en-

gaged over a game, one of whom had been prodigally gifted by nature with a nose of uncommon proportion and length. In the anxious examination of a difficult position in the *partié*, of which he had decidedly the worst, this gentleman, in no very placid mood, had thrust the upper part of his person forward, until his head, and especially his nasal organ appeared to predominate over the major part of the board. While in this posture his opponent remarked with dismay, that evidently unnoticed by its pre-occupied owner, there was agglomerating at the end of the prominent feature aforesaid, a huge pendicle or drop, which unless speedy abstertion were used, threatened to deposit itself amongst the pieces. He accordingly politely hinted this untoward state of matters to his absorbed and testy antagonist. The intimation however meeting with no attention, and the case being urgent, he again somewhat peremptorily recommended the immediate use of a *mouchoir*. "Blow it yourself," at length growled the exasperated proprietor of the Slawkenbergian appendage—I 'm sure it 's nearer you than me."

Gentle reader, if it seemeth good to you, let us look in for half-an-hour at the Grand Divan in the Strand. This spacious and lofty saloon, resplendent with mirrors and gas, may be termed the very head quarters of metropolitan Chess. Here amateurs of the game, of all ranks, from the peer to the shopkeeper, are wont to congregate, and meet as it were on neutral ground; social distinction for the time in abeyance, and the palm of superiority by common consent awarded to the strongest Chess player. At this moment nearly all the Chess celebrities in London are here assembled. Yonder sits a member of the Upper House at play with the veteran Alexandre. Here, at this table, surrounded by spectators, is Harrwitz, giving the Rook to a young Guardsman, who has left his Club in St. James' Street, to revel awhile in the enjoyment of his favorite game. *Solventur risu tabulæ*,—Harrwitz has this moment checkmated his military antagonist, with a jest that has set the gallery on the broad grin. At the further end of the room, near the fireplace, is a group of three persons engaged in the examination of a position, perhaps the last move in the Amsterdam game. The centre one with the prominent and capacious forehead, and features on which the intellect, energy, and perseverance, that have placed him at the head of living Chess players, are legibly and boldly written, is the conqueror of St. Amant. The individual on Mr. Staunton's right, with the bluff, open expression of countenance, and hearty good-humoured smile, is Captain Evans, to whom Chess players in all time will owe a debt of gratitude for the origination of the beautiful gambit which bears his name. The third of the party, that small moustached man, with the animated and expressive physiognomy, who is gesticulating violently, and talking loudly to his companions, is Mr. Horwitz, than whom no one possesses a more brilliant and inventive genius for the game of Chess, and, what is better than being a fine Chess player, Mr. Horwitz, as every one who knows him will acknowledge, is a kind and warm-hearted man.

Simpson! mildest mannered of Ganymedes, we pray you of your courtesy to minister unto us a beaker or cup of thy nectareous coffee. A cigar, did you say? Alas! good Simpson, thou stickst a dagger in us to speak of one. Seldom now, and ever remorseful when we yield to temptation, are we wont to steep our senses in the bland Elysium of the delicious and care-absorbing Nicotian herb, so away with that box of brown beauties from under our nostrils, thou varlet, or we shall do thee a mischief to a certainty.

* * * * * * * * *

Be not wroth, sweet Simpson, at this little outbreak of a lacerated heart, for as Charles Lamb, in his delectable "Farewell to Tobacco," sings—

"'Twas but in a sort I blamed thee."

And hark, in thine ear, Simpson, we will imitate Prince Hal's generosity, and give thee a thousand pound; ask when thou wilt, and thou shalt have it. No, not *now*, Simpson, but whenever the concerns of the Bubble and Burst Extension are finally wound up, and our deposit on two thousand shares therein returned. In the mean time, prythee bring hither "Vanity Fair;" we would fain solace ourselves for a short time with Becky Sharp, and the other humours of that excellent microcosm.

To the Editor of the Chess Player's Chronicle.

Sir,—Perhaps you will give place to a suggestion of mine concerning the Hebrew root שחק, from which I think is derived the name of a game which was the only one supposed to have been current among the ancient Israelites, viz., Chess, and the name of which has been received in almost all languages with very slight alterations; thus, Scacchi (Italian), Schach (German), Echecs (French), Chess (English). This game is, to this day, a favourite one among our Rabbins. The celebrated Aben Ezra has written a poem on Chess; and in his work מעדני מלך (The King's Delicacies), he cites an opinion that Moses, in the court of Pharaoh, invented that game.

Upon this affinity of שחק to the name of Chess, I found a somewhat novel interpretation of 2 Samuel ii. 14. Abner said to Joab יקומו נא הנערים וישחקו לפנינו, "Let the young men now arise and *play* before us." To me it seems highly improbable that two such celebrated Jewish commanders should have proposed such a sanguinary pastime, which sacrificed the lives of twenty-four persons; besides, וישחקו does not mean "and they shall fight," but "and they shall play." I would therefore say, that the proposal was to decide the fate of the battle by a game of Chess, similarly to another occasion, where the fate of a war was decided by a duel between David and Goliath, evidently to avoid much shedding of blood. Scripture says, וישבו אלה על הברכה מזה ואלה על הברכה מזה, "They sat down, the one on the one side of the pool, and the other on the other side of the pool." The rather unusual expression וישבו, "they sat," leads me to suppose that they were *sitting* before a Chess-board, which is termed ברכה,

"pool," on account of a stream being drawn between the two fields, which is still the case on the Chinese Chess-board, and in the game of war. Whether the generals were themselves the players, using persons (הנערים) as figures (of which manner we last year saw an exhibition in London), or whether they were merely the beholders, I will not inquire, though the term לפנינו, "before us," seems to indicate the latter.

The game was carried on with equal skill, so that on either side twelve pieces were lost. The verse says וימלו, "they fell," not וימותו, "they died," shewing that they were merely removed from the field (but not slain), as is usual in Chess. At last there were only four pieces left on either side, viz., the king with three pawns, for which we may suppose the following position:—On one side the king on his square, and the bishop's, knight's, and rook's pawns on their original squares; on the other side the king on queen's square, and the bishop's, knight's, and rook's pawns likewise on their original squares (on the queen's side). This is a very difficult problem (המלחמה קשה): only he who has first move can win the game; the second player can only obtain a drawn game through the negligence of his adversary.* It was Joab's first move; probably it was a drawn game; the contest was continued, and, finally, Abner was beaten (וינגף אבנר).

I do not think that I can incur the censure of having trifled with the words of Holy Writ, since all translators render וישחקו "they shall *play*;" only none mentions the sort of game which is meant.

Should you deem this suggestion—this whim—worthy of a place in your pages, you will defend the conduct of Abner and Joab, furnish a novel proof of the high antiquity of the game of Chess, and oblige your obedient servant,

ALEXANDRE,
Author of "Encyclopædia of Chess,"
and "The Beauties of Chess."

2, Tavistock Row, Covent Garden.

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* In my work recently published, "The Beauties of Chess," (London, 1846), several problems are to be found in which the position is equal, so that only the one who has the first move can win the game.

VON DER LAZA ON THE BISHOP'S GAMBIT.

The late numbers of the "Berlin Chess Magazine" contain a review of the "Chess Player's Handbook" written by the eminent Prussian player, Von der Laza. The commendation bestowed on that work by so distinguished a critic, cannot fail to prove highly flattering to the author, while all lovers of Chess must be pleased at the opportunity which has induced so able a theorist to review in turn the different openings of the game, and to pass his judgment upon each. We extract, on the present occasion, the principle novelties which we find relative to the Bishop's Gambit, and we may hereafter translate his remarks on some of the other openings.

"The Author of the 'Handbook' appears to share the received opinion that the Bishop's Gambit is a game lost by its nature for the first player, the second player winning through the advantage of his acquired pawn. With this conclusion, however, his analysis of the Stanley-Schulten Variation does not altogether harmonize, as he brings that to a tolerably equal game, as follows,

White.	*Black.*
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. B. to Q. B. fourth	3. Q. to K. R. fifth (check)
4. K. to B. square	4. P. to K. Kt. fourth
5. Q. Kt. to B. third	5. K. B. to K. Kt. second
6. P. to Q. fourth	6. P. to Q. third
7. P. to K. fifth	7. P. takes P.
8. Kt. to Q. fifth	8. K. to Q. square (A)
9. P. takes P.	9. Q. B. to Q. second
10. K. Kt. to B. third	10. Q. to K. R. fourth
11. Q. B. to Q. second	11. K. Kt. to K. second
12. Q. B. to Q. B. third	12. K. R. to K. square
13. Kt. takes Kt.	13. R. takes Kt.
14. Q. to Q. fifth	

With a tolerably equal game.

Mr. Walker in his "Art of Chess Playing," had left this opening unanalysed, contenting himself with the remark, that after 11. Q. B. to Q. second, Black has the better game. On the other hand, in the last vol. of the "Chess Player's Chronicle," (p. 300) Mr. Waller of Dublin concurs in Mr. Schulten's opinion as to the strength of his attack, and therefore recommends Black to evade it by varying his 8th move as follows,

A

	8. B. to K. Kt. fifth
9. K. Kt. to B. third	9. K. to Q. square
10. Kt. takes Q.	10. B. takes Q.
11. Kt. to K. B. fifth	11. K. B. home

Mr. Waller now recommends.

12. P. takes P.	12. B. takes P.

But a Polish correspondent, by an emendation of this move, continues the game to the advantage of White—

12. Q. B. takes P.	12. K. P. takes B.
13. R. takes B.	13. P. to K. R. third

This move appears to be necessary for the protection of his Pawns which White will otherwise gain more easily.

14. P. to K. R. fourth	14. P. to K. B. third
15. P. takes P.	15. K. B. P. takes P.
16. Q. R. to Q. third	16. P. to Q. B. third
17. Kt. to Q. B. third	17. Kt. to K. B. third
	to prevent Kt. to K. fourth,
18. Q. R. to K. R. third	18. P. to K. Kt. fifth
19. Kt. takes R. P	19. P. takes R.
20. Kt. to B. seventh (check)	20. K. moves
21. Kt. takes R.	21. P. takes P. (check)
22. K. takes P.	

And will also win the pawn on his Bishop's file.

Nor will Black find it more advantageous to advance the King's Rook Pawn at his 18th move, instead of the Knight's Pawn. We must therefore pronounce Mr. Waller's variation, insufficient for the protection of the Gambit Pawn.

This seems to be the place to examine more closely the value of the American Variation. We too are of the opinion, that the attack will win or at least draw the game, but that it must be continued in a manner different from that proposed by the inventor. It is proved in the "Handbook" that against the attack, 11. B. to Q. second, neither the defences, 11. P. to Q. B. third, 11. P. to K. R. third, nor 11. Q. Kt. to B. third, will suffice. But Mr. Stanley's analysis of the defence, 11. K. Kt. to K second, is not exact.

for if 11. B. to Q. second	11. Kt. to K. second
12. B. to Q. B. third	12. Kt. to K. B. fourth
13. K. B. to Q. third	13. P. to K. Kt. fifth
14. B. takes Kt.	14. Q. takes B.
15. Kt. to Q. fourth	15. Q. to K. fifth &c.

And Black has the advantage.

The attack, however, may be strengthened as follows, as Von Der Goltz has first remarked.*

11. B. to Q. second	11. Kt. to K. second
12. Kt. takes Kt.	12. K. takes Kt.
13. B. to Q. Kt fourth (check)	13. K. to K. square

The attack may now be followed up with either 14. Q. to Q. fifth or Q. to K. second. 14. B. to Q. B. third is less to be recommended on account of the answer, 14. P. to K. Kt. fifth. We shall consider the first two modes of play and particularly the move, 14. Q. to K. second, the analysis of which, in its main points, has been communicated to us by Von Der Goltz.

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* M. Von Der Laza probably had not noticed that this variation had been already recommended in the "Chess Player's Chronicle," Vol. 8. p. 232. The move 12. B. to Q. Kt. fourth, which occurs in a game given in the "Chronicle" seem also worth analysis.

A

14. Q. to K. second	14. P. to K. Kt. fifth

If Black play 14. B. to K. third, White exchanges Bishops and then checks with Q. at Kt. fifth. For the move 14. Q. Kt. to B. third see variation.

15. P. to K. sixth	15. B. takes P.
16. B. takes B	16. P. takes Kt.
17. P. takes P.	17. Q. to K. fourth
18. Q. to Q. B. fourth	18. Q. takes B.
19. Q. R. to K. square	19. B. to K. fourth
20. Q. takes Q. (check)	20. P. takes Q.
21. R. takes B.	21. Q. Kt. to B. third
22. R. takes P. (check)	22. K. to Q. second
23. R. to K. fourth	

And the game is equal.

Variation on A.

	14. Kt. to Q. B. third
15. P. to K. sixth	15. Kt. takes B.
16. P. takes B. (check)	16. K. to K. B. square

[White cannot now, as might be imagined, force the game by, Q. R. to K. square, *e. g.*

17. Q. R. to K. square	17. B. to K. B. third,
18. Q. to K. eighth (check)	18. K. to K. Kt. second

And Black can still resist.]

17. Q. to K. fourth	17. Kt. to Q. B. third
18. B. to Q. Kt. fifth	18. P. to K. Kt. fifth
19. B. takes Kt.	19. P. takes B.
20. Kt. to Q. fourth	

With an excellent game.

We come now to the second mode of attack.

B

14. Q. to Q. fifth	14. P. to K. Kt. fifth

For Kt. to Q. B. third, see variation.

	[14. B. to Q. B. third is weak
on account of 15. B. to Q. Kt. fifth	15. P. to Q. R. third
16. R. to Q. square	

and 14. B. to K. third would cost at least the exchange of the Queen's Rook for the King's Bishop.

And if 14. P. to Q. B. third

15. Q. to Q. sixth	15. B. to K. B. square
16. Q. to K. B. sixth	

Gains at least K. Kt. P.]

After the move 14. P. to K. Kt. fifth, White dare not take the Q. Kt P.; nor can he advance his King's Pawn, since this move would involve a change of Queens, but he may gain the advantage as follows,

15. Kt. to Q. fourth	15. Kt. to Q. B. third
16. B. to Q. Kt. fifth	16. Kt. takes B.
17. Q. takes B. (check)	17. K. to B. square
18. R. to K. square	If 18. B. takes P.

19. Kt. to K. B. fifth	and if 18. P. to K. B. sixth
19. P. to K. R. fourth	Wins.

Variation on B.

	14. Kt. to Q. B. third

Black would gain were White to continue the game.

15. B. to Q. Kt. fifth	15. R. to Q. square
16. R. to Q. square	16. P. to K. Kt. fifth

White therefore resolves on another sacrifice.

15. P. to K. sixth	15. P. takes P.

[The Bishop dare not take, because, if

	15. B. takes P.
16. R. to K. square	16. Kt. to Q. square
17. Kt. takes Kt. P.	17. P. to Q. B. third
18. Kt. takes B., &c.]	
16. Q. R. to K. square	16. K. to Q. square

Had he played the Knight to the Queen's square, White would have won by taking the King's Knight's Pawn with the Knight; his present move forces the White Queen to move, for if,

[17. R. takes P.	17. Kt. takes B.
18. Q. takes Q. Kt. P.	18. B. takes R.
19. Q. takes R. (check)	19. K. to K. second
20. Q. to K. fourth	20. Q. to K. Kt. third
	Wins.]
17. Q. to Q. second	17. P. to K. fourth

Although Black has now the advantage of two Pawns, he cannot possibly maintain them on account of the disadvantageous position of his King. [Had he played,

	17. Kt. takes B.
18. B. takes K. P.	18. Q. to K. square
19. B. takes B.	19. Q. takes B.
20. Q. takes Kt.	20. P. to K. Kt. fifth
31. K. to B. second	21. P. to Q. R. fourth
22. Q. to Q. B. fourth	

And ought to win.

Or had he played,

	17. R. to K. square
18. R. to Q. square	18. Q. Kt. home
19. B. to Q. Kt. fifth	19. P. to Q. B. third
20. B. takes P.	20. P. takes B.
21. Q. to Q. sixth, &c.]	
18. R. to Q. square	18. Q. to K. square
19. Kt. takes K. Kt. P.	19. K. to Q. B. square

White might now play Knight to K. B. seventh, and on the Rook's moving, again draw back his Knight; it seems, however, that the King's Pawn can be attacked with advantage, and that White may play, 20. B. to Q. B. third. If Black then attempt to gain an attack, his efforts will be ineffectual; for example,

20. B. to Q. B. third	20. Kt. to Q. fifth
21. Kt. to K. B. seventh	21. R. to K. B. square
22. Kt. takes K. P.	22. P. to K. B. sixth
23. Q. takes Kt.	23. P. takes K. Kt. P. (check)
24. K. takes P.	24. B. to Q. B. third (check)
25. K. to K. Kt. square	

And should win.

Before I bring this subject to a close, I must acknowledge that a mode of defence to the American Opening, which I recommended in my last work on Chess, the "Leitfaden," has, on closer examination, been found insufficient. The moves are as follow,

11. B. to Q. second	11. K. to Q. B. square
12. B. to Q. B. third	12. B. to K. third
13. Kt. to Q. fourth	13. Q. takes Q.
14. Q. R. takes Q.	14. B. takes Kt.

[Any of the following defences seem favourable to White.

	14. P. to Q. B. third
15. Kt. takes Q. B.	15. Q. B. P. takes Kt.
16. Kt. takes K. B.	16. P. takes B.
17. P. to K. sixth	

Or,

	14. Kt. to Q. B. third
15. K. Kt. takes Kt.	15. P. takes Kt.
16. B. to Q. R. sixth (check)	16. K. to Q. Kt. square
17. Kt. takes K. B. P.	

Or again,

	14. Kt. to Q. second
15. Kt. takes Q. B.	15. K. B. P. takes Kt.
16. Kt. takes K. B. P., &c.]	
15. B. takes B.	15. B. takes K. P.
16. B. takes K. B. P.	16. Kt. to Q. second
17. B. to K. sixth	17. K. Kt. to K. B. third
18. Kt. to K. B. third	18. B. takes B.
19. P. takes B.	19. K. R. to K. square
	[If 19. P. to K. R. third
20. Kt. to K. fifth	20. R. to K. R. second
21. B. to K. B. fourth	21. R. to K second
22. Kt. takes Kt.	22. Kt. takes Kt.
23. K. to B. second, &c.]	
20. Kt. takes K. Kt. P.	20. P. to K. R. third
21. B. takes Kt. (check)	21. Kt. takes B.
22. Kt. to R. third	

And wins the K. B. P.

Since then we see that Black dare not exchange Queen's at the 13th move, he must either withdraw his Queen which seems weak, or play,

	13. B. to K. Kt. fifth
then 14. Q. to K. square	14. P. to Q. B. third
15. Kt. to K. B. sixth	

With the best game.

From this examination we arrive necessarily at the conclusion, that the moves hitherto recognised as the best defence to the Bishop's Gambit,

are insufficient. We see also that Black's difficulties arise from the bad and open position of his King. This suggests to us to prevent the advance of the Q. Kt. to Q. fifth, and so hinder the opening up of the Queen's file. For this purpose we propose to substitute the move, K. Kt. to K. second for the ordinary move of the defence, P. to Q. third.

This defence is carried out in the "Leitfaden," p. 185, to the advantage of Black, though we cannot claim the merit of *discovering* the move, since it already occurs in Bilguer, p. 348, No 54, and Jaenisch, vol. ii., pp. 185 and 297, as follows,

1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. B. to Q. B. fourth	3. Q. to K. R. fifth (check)
4. K. to B. square	4. P. to K. Kt. fourth
5. K. Kt. to B. third	5. Q. to K. R. fifth
6. P. to K. R. fourth	6. K. B. to K. Kt. second
7. P. to Q. fourth	7. P. to K. R. third
8. P. to K. fifth	8. K. Kt. to K. second
9. Kt. to Q. B. third	9. P. to Q. third
	[or else 9. Kt. to K. B. fourth
10. Kt. to K. fourth	10. P. to Q. third.]
10. B. takes Q. P.	10. P. takes P.
11. Q. to K. second *	11. Castles, or K. to Q. square

The above must now be considered as the correct defence to this opening. It evades both the American attack and also the attack invented by M. Petroff, which was discussed in a former number of the "Chronicle."

A new subject for investigation arises however in the following opening, submitted to us by the anonymous Polish correspondent already alluded to.

1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. B. to K. B. fourth	3. Q. to K. R. fifth (check)
4. K. to B. square	4. P. to K. Kt. fourth
5. Q. Kt. to B. third	5. B. to K. Kt. second
6. Q. Kt. to Kt. fifth	

The Knight here posted, does not intercept the attack of the K. B., while it cannot be driven away by the Q. B. P. on account of Kt. to Q. sixth. The game proceeds.

	6. Kt. to Q. R. third
7. Kt. to K. B. third	7. Q. to K. R. fourth

White has an open game though he cannot play, 8. P. to K. fifth, because Black would answer with,

	8. P. to K. Kt. fifth

It does not follow, however, that the Gambit Pawn can be won back, and we must refrain from expressing a decisive opinion on the merits of this attack until it has been subjected to a closer analysis."

---

* The variation appears worth analysis, arising out of,

11. Kt. to Q. Kt. fifth	11. Kt. to K. B. fourth

Since Black dare not play K. to Q. second; but it seems to us that Der Lasa's defence becomes insufficient if White omit the moves

6. P. to K. R. fourth	6. P. to K. R. third

White would now play 11. Kt. to K. fourth, and I think ought to win a Pawn.

SOLUTIONS TO PROBLEMS.

No. 37, p. 160.

White.	*Black.*
1. B. to Q. B. third (check)	K. to B.'s fifth
2. B. to Q. second (check)	K. to K.'s fourth
3. B. takes K. Kt. P.	B. to K. B. fourth (best)
4. K. to K. third	B takes P. (best)
5. P. takes B.	P. to K. R. sixth
6. Knight	

Mates.

No. 38, p. 165.

White.	*Black.*
1. Kt. to Q. B. third (check)	K. to B. fifth
2. R. to K. B. second (check)	P. takes R.
3. R. to K. fourth (check)	Kt. takes R.
4. Knight	

Mates.

No. 39, p. 171.

White.	*Black.*
1. Kt. to Q. fourth (check)	K. to B. fifth
2. Kt. to K. sixth (dis. check)	K. to Q. fourth (best)
3. R. to Q. fourth (check)	K. takes Kt.
4. R. to Q. sixth	

Mate.

No. 40, p. 191.

White.	*Black.*
1. Kt. to Kt. seventh (check)	K. to K.
2. Kt. to K. B. sixth (check)	P. takes Kt.
3. Q. takes Q. P. (check)	K. takes Q.
4. B. to R. fifth (check)	Kt. interposes
5. B. takes Kt. (check)	K. moves
6. Pawn	

Mates.

No. 41, p. 191.

White.	*Black.*
1. K. to R. fourth	P. to K. B. fifth, or A and B
2. R. to K. R. square	P. to K. B. sixth
3. K. takes R. P.	P. to K. Kt. sixth
4. K. to K. Kt. fourth	

And wins.

A

	P. to K. R. seventh
R. to K. R.	K. to K. third
R. takes R. P.	K. to K. fourth
K. to Kt. third	P. to K. B. fifth (check)
K. to Kt. second	

And wins.

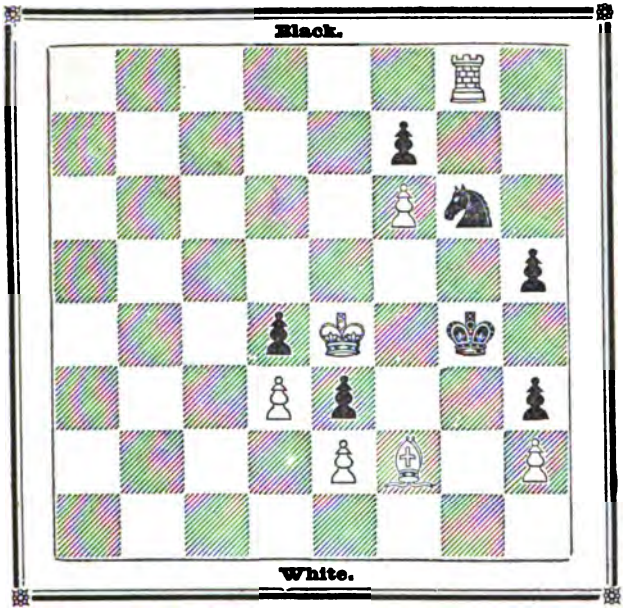
B

	K. to K. third (best move)
R. to K. (check)	K. to K. B. second
K. takes R. P.	K. to K. B. third

And draws the game.

PROBLEM, No. 67.

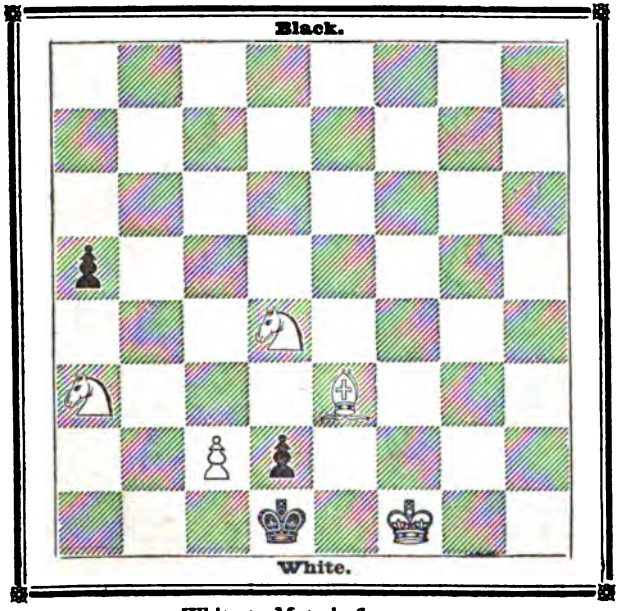
By C. E. Ranken.



White to Mate in six moves.

PROBLEM, No. 68.

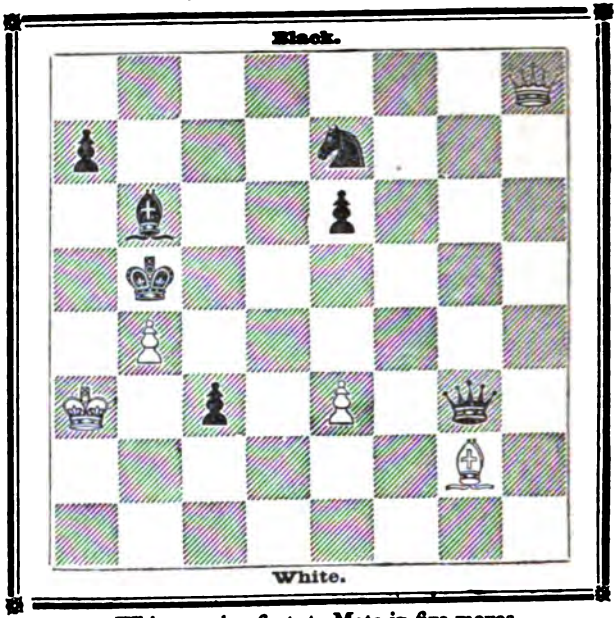
By the Same.



White to Mate in five moves.

PROBLEM, No. 69.

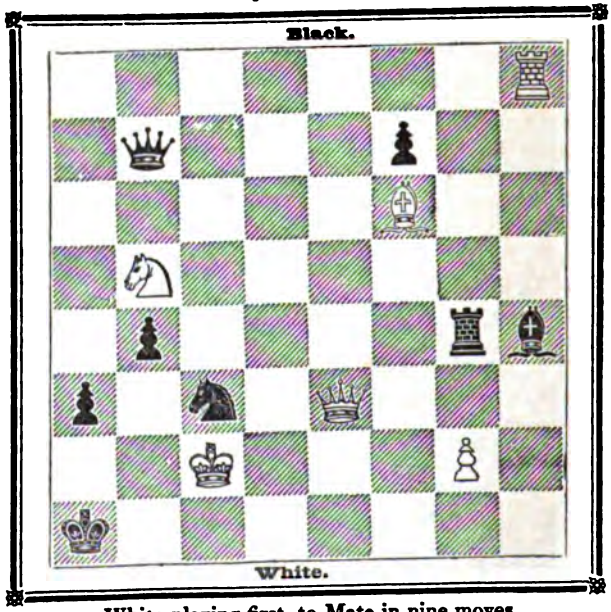
By Mr. H. J. C. Andrews.



White moving first, to Mate in five moves.

PROBLEM, No. 70.

By the Same.



White playing first, to Mate in nine moves.

CHESS IN FRANCE.

Game played between Mr. HARRWITZ and a French AMATEUR, at the Café de la Regence.

Black. (Mr. H.)	*White.* (Mr. —.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. P. to Q. fourth	3. P. takes P.
4. K. B. to Q. B. fourth	4. K. B. checks
5. P. to Q. B. third	5. P. takes P.
6. Castles	6. P. to Q. third
7. P. to Q. R. third	7. P. to Q. B. seventh
8. Q. takes P.	8. B. to Q. R. fourth
9. P. to Q. Kt. fourth	9. B. to Q. Kt. third
10. Q. to her Kt. third	10. Q. to K. second
11. Q. Kt. to B. third	11. Q. B. to K. Kt. fifth
12. Q. Kt. to Q. fifth	12. Q. to her second
13. Q. B. to Kt. second.	13. Q. B. takes K. Kt.
14. Q. Kt. takes K. B.	14. Q. R. P. takes Kt.
15. Q. takes B.	15. Q. Kt. to K. fourth
16. B. takes Kt.	16. P. takes B.
17. Q. to K. Kt. third	17. P. to K. B. third
18. Q. R. to Q. square	18. Q. to K. second
19. P. to K. B. fourth	19. P. to Q. Kt. fourth
20. B. takes P. (check)	20. P. to Q. B. third
21. B. to Q. B. fourth	21. P. to Q. Kt. fourth
22. B. takes K. Kt.	22. K. R. takes B.
23. P. takes K. P.	23. Q. takes P.
24. Q. takes Q. (check)	24. P. takes Q.
25. K. R. to K. B. fifth	25. Q. R. takes P.
26. K. R. takes P. (check)	26. K. to B. second
27. Q. R. to K. B. square (check)	27. K. to Kt. third
28. K. R. to K. sixth (check)	28. K. to R. fourth
29. K. R. takes Q. B. P.	29. K. R. to Q. Kt. square
30. P. to K. R. third	30. P. to K. R. third
31. K. to R. second	31. Q. R. to Q. Kt. sixth
32. R. to K. B. fifth (check)	32. K. to R. fifth
33. R. to K. Kt. sixth	

And wins.

BLINDFOLD CHESS PLAY.

The two following games were lately played at Glasgow, simultaneously by MR. HARRWITZ without seeing the Chess boards, against four members of the Glasgow Chess-club.

GAME THE FIRST.

White. (Mr. HARRWITZ.)	*Black.* (MESSRS. STIRLING & RICHARDSON.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. B. to Q. B. fourth	3. Q. to K. R. fifth (check)
4. K. to B. square	4. P. to K. Kt. fourth
5. Kt. to Q. B. third	5. B. to K. Kt. second
6. P. to Q. fourth	6. P. to Q. third
7. Kt. to Q. fifth	7. B. to K. Kt. fifth (*a*)
8. K. Kt. to B. third	8. K. to Q. square
9. Kt. takes Q. (*b*)	9. B. takes Q.
10. Q. B. takes P.	10. P. takes B.
11. R. takes B.	11. Kt. to K. B. third
12. Kt. to K. B. fifth	12. Kt. takes Kt.
13. B. takes Kt.	13. P. to Q. B. third
14. B. takes K. B. P.	14. B. to K. B. square
15. P. to K. fifth	15. P. to Q. fourth
16. P. to Q. B. fourth	16. P. takes P.
17. B. takes P.	17. Kt. to Q. second
18. P. to Q. fifth	18. P. takes P.
19. B. takes P.	19. K. to B. second
20. P. to K. sixth	20. Kt. to K. B. third
21. P. to K. seventh	21. B. takes P.
22. Kt. takes B.	22. Kt to Kt. fifth
23. R. to Q. B. square (check)	23. K. to Q. third
24. B. takes Q. Kt. P.	24. K. takes Kt.
25. B. takes R.	25. R. takes B.
26. P. to K. R third	26. Kt. to K. sixth (check)
27. K. to B. second	27. R. to Q. square
28. K. R. to K. square	28. K. to K. B. third
29. R. takes Kt. (*c*)	29. P. takes R. (check)
30. K. takes P.	

Black resigns.

[*Notes.*

Notes.

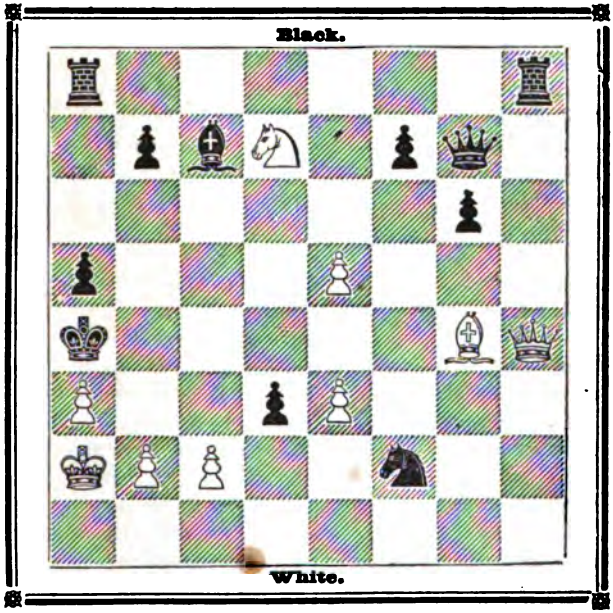
(*a*) This is not so good as the ordinary move of playing the King to Q. square.

(*b*) White is not slow in availing himself of the advantages presented by his opponents' deviation from the customary line of defence.

(*c*) Simplifying matters, and rendering his road to victory at once secure and easy.

PROBLEM, No. 71.

By Mr. H. J. C. ANDREWS.



White moving first, to Mate in four moves.

GAME THE SECOND.

White. (Mr. HARRWITZ)	*Black.* (MESSRS. SMITH & BOGLE.
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes P.
5. P. to Q. B. third	5. B. to R. fourth
6. Castles	6. B. to Kt. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. P. to Q. third
9. Q. B. to Kt. second	9. K. Kt. to B. third
10. P. to Q. fifth	10. Q. Kt. to R. fourth
11. K. B. to Q. third	11. Castles
12. Q. Kt. to Q. second	12. P. to Q. B. fourth
13. Q. to Q. B. second	13. P. to K. R. third
14. P. to K. R. third	14. Q. to K. second
15. Q. R. to K. square	15. K. Kt. to R. fourth
16. P. to K. fifth	16. B. to Q. B. second
17. Q. R. to K. fourth	17. P. takes P.
18. Kt. takes P.	18. Q. to Q. third
19. P. to K. B. fourth	19. B. to K. B. fourth (*a*)
20. P. to K. Kt. fourth (*b*)	20. B. takes R.
21. Kt. takes B.	21. Q. takes Q. P.
22. P. takes Kt.	22. P. to Q. Kt. third
23. Q. Kt. to K. Kt. third (*c*)	23. Q. R. to Q. square
24. R. to Q. square	24. Q. to K. third
25. K. to R. second	25. Kt. to Q. B. third
26. B. to K. B. fifth	26. Kt. to Q. Kt. fifth
27. Q. to K. Kt. second	27. Q. to K. square
28. Kt. to K. fourth	28. B. takes Kt. (*d*)
29. B. takes B.	29. [illegible] takes B.
30. P. takes Q.	30. R. takes R.
31. P. to Q. R. third	31. Kt. to R. third
32. Kt. to B. sixth (check) (*e*)	32. K. to R. square
33. B. to Q. B. second	33. R. to Q. fifth
34. Kt. to K. fourth	34. Kt. to B. second
35. Kt. to Q. sixth	35. K. to Kt. square
36. Kt. to K. B. fifth	36. Kt. to K. third

White. (Mr. Harrwitz.)	*Black.* (Messrs. Smith & Bogle.)
37. Kt. takes R.	37. Kt. takes Kt. (*f*)
38. Q. to K. fourth	38. Kt. takes B.
39. Q. takes Kt.	39. R. to K. square
40. Q. to K. fourth	40. P. to Q. R. fourth
41. P. to Q. R. fourth	41. R. to K. third
42. K. to Kt. third	42. K. to R. square
43. Q. to Q. fifth	43. P. to K. Kt. third
44. P. takes P.	44. R. takes P. (check)
45. K. to B. fourth	45. K. to Kt. second
46. P. to K. R. fourth	46. R. to K. third
47. K. to B. fifth	47. K. to B. square
48. Q. to Q. eighth (check)	48. K. to Kt. second
49. P. to K. R. fifth	49. R. to Q. B. third
50. Q. to Q. seventh	50. R. to K. third
51. Q. to Q. B. eighth	51. R. to K. second
52. K. to K. fourth	52. R. to K. third
53. K. to Q. fifth	53. R. to K. second
54. Q. to Q. Kt. eighth	54. R. to K. third
55. Q. to Q. eighth	55. P. to Q. B. fifth
56. Q. to Q. B. seventh	56. K. to B. square
57. Q. takes Q. B. P.	57. R. to K. square
58. Q. to K. fourth	58. K. to Kt. second
59. K. to Q. B. sixth	59. R. to K. third (check)
60. K. to Q. seventh	60. K. to Kt. square
61. Q. to R. eighth (check)	61. K. to Kt. second
62. Q. to Q. Kt. eighth	

Black resigns.

Notes
By a Member of the Glasgow Chess Club.

(*a*) Black might have taken the Q. P. with advantage, or else have played Kt. to Kt. sixth, forking the Rooks.

(*b*) A winning move.

(*c*) White overlooks a very ingenious move he might have made here, and which must have won the game for him in a few more moves, viz. :—

23. K. Kt. to Q. seventh●	23. If Q. take Kt., White checks K. and Q. with Q. Kt., and, if Black, to save Q., take Kt. with P., Mate follows in three moves, therefore— Q. to Q. B. third
24. Q. Kt. to B. sixth (check)	24. P. takes Kt. (A)
25. K. Kt. takes P. (check)	25. K. to R. square
36. Kt. to K. eighth (dis. check)	

And wins.

(A)

24. K. to R. square

25. B. to Q. Kt. fifth, and Mates in a few moves.

If at move 23, Black play Q. to K. third instead of to Q. B. third, the following variation occurs:—

24. Q. to K. Kt. second	23. Q. to K. third
25. K. Kt. to K. B. sixth (check)	24. P. to K. Kt. third
26. P. takes Kt. P.	25. K. to R. square
27. Kt. takes R. (dis. check)	26. R. to Kt. square (best)
28. P. takes P. (ch. and dis. ch.)	27. K. takes Kt.
29. Q. to Kt. seventh (check)	28. K. takes P.
	29. K. to K. square

White Mates in four moves.

Black for his 23d move has other play at command, but which also leads to the same result.

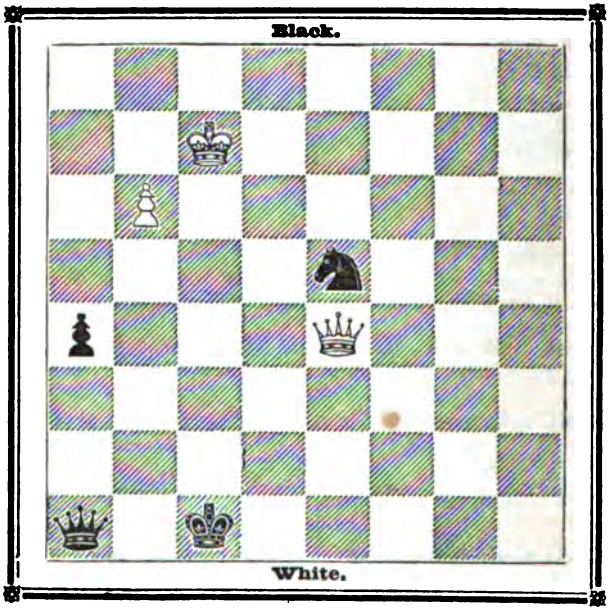
(*d*) P. to K. B. third we think slightly better.

(*e*) Q. to K. second would have won a piece.

(*f*) It now becomes a matter of time, but the masterly style in which White brings this game to a close is highly instructive, and will repay a studious perusal.

PROBLEM, No. 72.

By Herr Kling.



White playing first, wins.

CHESS IN THE METROPOLIS.

The following slight skirmish is from the unpublished collection of Games between Messrs. HARRWITZ and S—s.*

White. (Mr. H.)	*Black.* (Mr. S—s)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. Kt. fifth	3. P. to Q. third
4. Castles	4. Q. B. to Q. second
5. P. to Q. B. third	5. K. B. to K. second
6. K. B. to Q. B. fourth	6. Q. B. to K. Kt. fifth
7. Q. to Q. Kt. third	7. Q. Kt. to R. fourth
8. B. takes K. B. P. (check)	8. K. to B. square
9. Q. to Q. R. fourth	9. Q. B. takes Kt
10. K. B. takes Kt.	10 Q. B. to K. R. fourth
11. Q. takes Kt.	11. R. takes B.
12. P. to K. B. fourth	12. K. B. to K. B. third
13. P. takes P.	13. P. to Q. Kt. third
14. Q. to R. third	

Black resigns, as he must lose a Piece.

MR. BUCKLE gives MR. JOHN R. MEDLEY the Pawn and two moves.

(*Remove Black's K.B.P. from the board.*)

White. (Mr. J. R. M.)	*Black.* (Mr. B.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. P. to K. third
3. P. to Q. B. fourth	3. P. to Q. B. fourth
4. P. to Q. fifth	4. P. to Q. third

* In reference to this fine collection of Games now nearly brought to a close, we think it right in justice to Mr. S—s, who appears as a considerable loser on the balance, to state that the greater part of them were played by him after many years total cessation from Chess practice, and, that of the latter ones, when he had somewhat regained his former strength, he won a majority, and fully established his claim to be considered at least as powerful a player as his ready and well practised antagonist.

White. (Mr. J. R. M.)	*Black.* (Mr. B.)
5. P. to K. B. fourth	5. K. Kt. to R. third
6. K. Kt. to B. third	6. K. Kt. to B. second
7. K. B. to Q. third	7. K. B. to K. second
8. Castles	8. K. B. to B. third (*a*)
9. P. to K. fifth	9. B. to K. second
10. P. to K. B. fifth	10. Kt. takes K. P.
11. Kt. takes Kt.	11. P. takes Kt.
12. B. P. takes K. P.	12. B. to K. B. third
13. Q. to K. R. fifth, (check)	13. K. to K. second

And White mates in a few moves.

Notes.

(*a*) The play throughout this little affair is quite below the ordinary mark of Black's powers. In a subsequent game, at the same odds, with this promising young opponent, he was the victor, but that, although by far the better game, unfortunately was not preserved.

Philidor's Defence to the Kt.'s Game.

Mr. Harrwitz gives his Q.'s Rook to a Member of the St. George's Chess Club.

(*Remove White's Q.'s Rook from the board.*)

White. (Mr. H.)	*Black.* (Mr. —.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. P. to Q. third
3. P. to Q. fourth	3. P. to K. B. fourth
4. P. takes K. P.	4. P. takes K. P.
5. K. Kt. to his fifth	5. P. to Q. fourth
6. P. to K. sixth	6. K. Kt. to R. third
7. P. to K. B. third (*a*)	7. P. takes P. (*b*)
8. Q. takes K. B. P.	8. Q. to K. B. third
9. Q. takes Q. P.	9. K. B. to Q. third
10. K. B. checks	10. K. to K. second
11. Kt. to K. fourth	11. Q. to K. fourth (*c*)
12. Q. B. checks	12. K. to B. square
13. Castles (check)	13. K. to Kt. square
14. P. to K. seventh (dis. check)	14. Q. takes Q.
15. R. mates	

[*Notes.*

Notes.

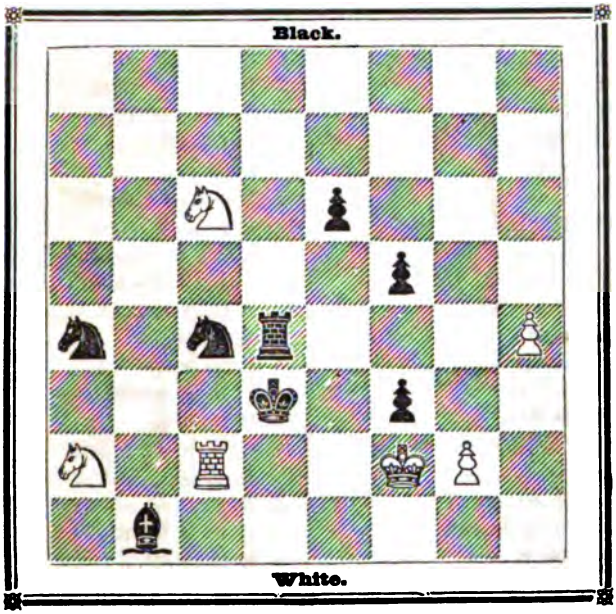
(*a*) This is the move suggested by Von H. Der Laza. In an even game we prefer the mode of play recommended in the English "Handbook," beginning at this point with 7. Q. Kt. to B. third.

(*b*) Badly played.

(*c*) If he had taken the K. P., White would have won in a few moves by Q. to K. Kt. fifth, &c.

PROBLEM, No. 73.

By Mr. M'G—r.



White playing first, Mates in eight moves.

CHESS IN AMERICA.

Conclusion of the Match at New Orleans, between Messrs. C. H. STANLEY and R. ROUSSEAU.

TWENTY-EIGHTH GAME.

White. (MR. R.)	*Black.* (MR. S.)
1. P. to Q. fourth	1. P. to K. third
2. P. to Q. B. fourth	2. P. to Q. fourth
3. P. to K. third	3. P. to Q. B. fourth
4. K. Kt. to B. third	4. Q. Kt. to B. third
5. Q. Kt. to B. third	5. K. Kt. to B. third
6. P. to Q. R. third	6. B. to K. second
7. B. to Q. third	7. P. to Q. R. third
8. Castles	8. P. takes Q. P.
9. K. P. takes P.	9. P. takes P.
10. B. takes B. P.	10. Castles
11. B. to K. third	11. P. to Q. Kt. fourth
12. B. to Q. third	12. P. to K. R. third
13. Q. to her second	13. K. Kt. to R. second
14. Q. Kt. takes Q. Kt. P. (*a*)	14. K. Kt. to his fourth
15. K. Kt. takes Kt.	15. B. takes Kt.
16. B. takes B.	16. Q. takes B.
17. Q. takes Q.	17. P. takes Q.
18. B. to K. fourth	18. B. to Q. second
19. B. takes Kt.	19. B. takes B.
20. Kt. to Q. B. third	20. Q. R. to Q. square
21. Q. R. to Q. square	21. R. to Q. second
22. R. to Q. second	22. K. R. to Q. square
23. K. R. to Q. square	23. B. to Q. fourth (*b*)
24. Kt. takes B.	24. R. takes Kt.
25. K. to K. B. square	25. P. to K. fourth
26. K. to his second	26. P. takes P.
27. K. to Q. third	27. Q. R. to Q. third (*c*)
28. K. R. to K. square	28 Q. R. to Q. fourth
29. P. to K. Kt. fourth	29. P. to K. Kt. third
30. Q. R. to Q. B. second	30. Q. R. to Q. Kt. fourth
31. P. to Q. Kt. fourth	31. P. to Q. R. fourth

White. (Mr. R.)	*Black.* (Mr. S.)
32. R. to Q. B. fourth	32. P. takes P.
33. P. takes P.	33. P. to K. B. fourth
34. P. takes P.	34. P. takes P.
35. R. to K. Kt. square	35. P. to K. Kt. fifth
36. P. to K. R. third	36. K. R. to Q. Kt. square
37. K. takes Q. P. (*d*)	37. Q. R. takes Q. Kt. P.
38. R. takes R. (*e*)	38. R. takes R. (check)
39. K. to his fifth	39. K. to B. second
40. P. takes P.	40. P. takes P.
41. K. to K. B. fifth	41. R. to Q. Kt. seventh
42. R. to K. B. square	42. R. to Q. Kt. fifth
43. R. to Q. R. square	43. R. to Q. Kt. seventh
44. R. to K. B. square	44. R. to Q. Kt. fifth

And the game was drawn.

Notes.

(*a*) White secures a Pawn by this manœuvre, since, if his Kt. be taken, he can take the K. Kt. with his B., and afterwards check with the Q. at her B.'s second, and win the other Kt. He might also have taken the K. Kt. first, following that by capturing the Q. Kt. P. with his Q. Kt.

(*b*) Threatening to play the B. to Q. Kt. sixth, and attack the K. Rook. After this move it seems impossible for White to maintain the Q.'s Pawn.

(*c*) To enable him to check the King, with the other Rook, if he move either to K. fourth or Q. B. fourth.

(*d*) P. takes K. Kt. P., appears to us much stronger play.

(*e*) Again, we should rather have taken the Kt. P. with Pawn.

Between the same players.

TWENTY NINTH GAME.

White (Mr. S.)	*Black* (Mr. R.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. P. to K. B. fourth
4. B. takes K. Kt.	4. R. takes B.
5. P. to Q. fourth	5. P. to Q. third
6. Q. P. takes K. P.	6. Q. P. takes P.
7. Q. takes Q. (check)	7. K. takes Q.

White. (Mr. S.)	*Black.* (Mr. R.)
8. B. to K. Kt. fifth (check)	8. B. to K. second
9. Q. Kt. to B. third	9. K. B. to his third
10. Castles on Q.'s side (check)	10. Q. B. to Q. second
11. K. P. takes P.	11. P. to K. R. third
12. B. takes B. (check)	12. P. takes B.
13. Q. Kt. to K. fourth	13. K. R. to B. square
14. Q. Kt. to Q. B. fifth	14. K. R. to B. second
15. P. to K. Kt. fourth (*a*)	15. P. to Q. Kt. third
16. Q. Kt. to K. fourth	16. K. to K. second
17. K. Kt. to R. fourth	17. Q. Kt. to Q. fifth
18. K. Kt. to his sixth (check)	18. K. to his square
19. K. R. to K. square	19. Kt. to K. B. sixth
20. K. R. to K. third	20. Kt. takes K. R. P. (*b*)
21. Q. Kt. takes K. B. P. (ch.) (*c*)	21. R. takes Kt.
22. Kt. takes K. P.	22. Q. B. takes P.
23. P. takes B.	23. K. R. takes P.
24. Kt. to K. Kt. fourth (dis. check)	24. K. to B. square
25. Kt. takes Kt.	25. R. takes K. B. P.
26. Kt. to K. Kt. fourth	26. R. to K. B. fifth (*d*)
27. Kt. takes K. R. P.	27. Q. R. to K. square (*e*)
28. K. R. to K. Kt. third	28. Q. R. to K. third
29. K. R. to Kt. eighth (check)	29. K. to his second
30. K. R. to Kt. seventh (check)	30. K. to B. square
31. K. R. takes Q. B. P. (*f*)	31. P. to Q. R. fourth
32. K. R. to his seventh	32. K. R. to his fifth

And White mates in two moves.

Notes.

(*a*) This is better than taking the Q. Kt. P. (check), because then Black, by attacking the Kt. with his King, would have gained the P. at his K. B. fourth.

(*b*) Very little consideration would have shewn the impolicy of this capture.

(*c*) Mr. Stanley observes, "the destructive effect of this combination is to Black's game like the explosion of a mine in the heart of a citadel." It is certainly a very beautiful and daring stroke of play.

(*d*) Thinking to prevent the Kt.'s escape, if he venture to capture the R.'s Pawn.

(*e*) If Black had followed up his first intention, and played the King to Kt. second, White had only to check with his R. at K. Kt. third, and if his Kt. were taken, give mate in two more moves.

(*f*) Promising mate next move, if his Kt. is taken.

Between the same Players,

THIRTIETH GAME.

White. (Mr. R.)	*Black.* (Mr. S.)
1. P. to Q. fourth	1. P. to Q. fourth
2. P. to Q. B. fourth	2. P. to K. third
3. P. to K. third	3. K. Kt. to B. third
4. K. Kt. to B. third	4. Q. Kt. to B. third
5. Q. Kt. to B. third	5. Q. Kt. to K. second (*a*)
6. K. B. to Q. third	6. Q. Kt. to K. Kt. third
7. Castles	7. P. to Q. B. third
8. R. to K. square	8. K. B. to Q. third
9. P. to Q. R. third	9. Castles
10. P. to Q. B. fifth	10. K. B. to Q. B. second
11. P. to Q. Kt. fourth	11. P. to K. fourth
12. B. takes Q. Kt.	12. K. B. P. takes B.
13. Kt. takes K. P.	13. B. takes Kt.
14. P. takes B.	14. Kt. to Kt. fifth
15. P. to K. B. third	15. Q. to K. R. fifth (*b*)
16. P. takes Kt.	16. Q. to B. seventh (check)
17. K. to R. square	17. B. takes P.
18. Kt. to K. second (*c*)	18. B. takes Kt.

And White resigns.

Notes.

(*a*) Playing the Q. Kt. out at the fourth move and subsequently bringing it over to the K.'s side, forms an interesting variation on the customary mode of conducting this description of opening.

(*b*) This is very finely conceived.

(*c*) Q. R. to his second, would have prolonged the game, but even then, by retreating his Q. to K. R. fifth, Black could have maintained an attack so harassing as to be almost irresistible.

Between the same Players.

Thirty-first Game.

White. (Mr. S.)	*Black.* (Mr. B.)
1. P. to K. fourth	1. P. to K. fourth
2. K. B. to Q. B. fourth	2. B. to Q. B. fourth
3. K. Kt. to B. third	3. P. to Q. third
4. P. to K. R. third (*a*)	4. K. Kt. to B. third
5. P. to Q. third	5. Q. B. to K. third
6. K. B. to Kt. third	6. P. to K. R. third
7. Q. B. to K. third	7. K. B. to Kt. third
8. Q. Kt. to Q. second	8. Q. Kt. to Q. second
9. Q. Kt. to K. B. square	9. Q. to K. second
10. Q. Kt. to K. Kt. third	10. P. to Q. B. third
11. K. Kt. to R. fourth	11. P. to K. Kt. third (*b*)
12. Q. to her second	12. Kt. takes K. P.
13. Q. Kt. takes Kt.	13. P. to Q. fourth
14. K. Kt. takes Kt.'s P.	14. P. takes K. Kt.
15. Q. Kt. to K. Kt. third	15. B. takes B.
16. Q. takes B.	16. P. to Q. fifth
17. Q. to K. fourth	17. K. R. to Kt. square
18. Castles on K.'s side	18. P. to K. Kt. fourth (*c*)
19. P. to K. B. third	19. Castles on Q.'s side
20. K. R. to K. square	20. Q. R. to K. B. square
21. B. takes B.	21. Q. takes B.
22. Q. to K. Kt. fourth	22. Q. R. to K. square (*d*)
23. K. R. to K. second	23. K. to B. second
24. P. to Q. R. third	24. K. R. to Kt. third
25. Q. R. to K. square	25. P. to Q. B. fourth
26. Q. to K. fourth	26. Q. to her B. third
27. Kt. to K. B. square (*e*)	27. Q. takes Q.
28. K. R. takes Q.	28. K. to Q. third
29. Kt. to Q. second	29. K. R. to K. third
30. P. to Q. B. third	30. Kt. to K. B. third
31. K. R. to K. second	31. P. to Q. Kt. fourth
32. P. to Q. R. fourth	32. P. to Q. R. third
33. Q. R. P. takes P.	33. Q. R. P. takes P.
34. Q. R. to his square	34. K. to B. second

White. (Mr. S.)	*Black.* (Mr. R.)
35. P. to Q. B. fourth	35. P. to Q. Kt. fifth
36. Q. R. to his fifth	36. K. R. to Q. B. third
37. K. R. to K. square	37. K. to Q. third
38. K. R. to Q. R. square	38. Q. R. to Q. B. square
39. Q. R. to Kt. fifth	39. P. to K. R. fourth
40. Kt. to Q. Kt. third	40. P. to K. R. fifth
41. Kt. to Q. R. fifth	41. K. R. to Q. B. second
42. Kt. to Q. Kt. seventh (check)	42. K to his second
43. K. R. to Q. B. fifth	43. Kt. to Q. second
44. K. to B. second	44. Q. R. to Q. Kt. square
45. K. R. to Q. R. seventh	45. Q. R. to Q. B. square
46. K. to K. second (*f*)	46. K. to his third
47. K. R. to Q. R. sixth (check)	47. K. to his second
48. K. to Q. second (*g*)	48. K. R. to Q. B. third
49. K. R. to Q. R. seventh	49. Q. R. to Q. B. second (*h*)
50. Kt. to Q. R. fifth	50. K. to Q. third
51. Kt. takes R.	51. R. takes Kt.
52. Q. R. to Q. Kt. seventh	52. Kt. to B. third
53. R. to K. B. seventh	53. K. to his third
54. K. to his second	54. K. to his B. fourth
55. R. to Q. B. seventh	55. R. takes R.
56. R. takes R.	56. Kt. to K. R. fourth
57. R. takes P.	57. Kt. to B. fifth (check)
58. K. to Q. second	58. Kt. takes K. Kt. P.
59. R. to B. eighth	59. Kt. to K. B. fifth
60. P. to Q. B. fifth	60. Kt. takes K. R. P.
61. P. to Q. B. sixth	61. Kt. to K. B. fifth
62. R. to B. eighth (check)	62. K. to his third
63. P. to Q. B. seventh*	

And Black surrendered.

Notes.

(*a*) This is hardly vigorous enough, considering the opportunity for attack which Black's third move affords.

(*b*) Taking the K. B. now, and afterwards the K. P. with Kt., looks promising, but on examination it does not turn out to be advantageous for Black.

* This game terminated the contest, which lasted nearly a month, and, at the time, excited unparalleled interest among all classes of Chess players throughout the "States." The final score gave

15 Games won by Mr. Stanley,
8 Ditto by Mr. Rousseau, and
8 Drawn games.

(*c*) To prevent the advance of White's K. B. P. to his fourth square.

(*d*) This seems to lose time. We should have preferred exchanging Queen's, although that would have admitted White to plant his Kt. most threateningly at B.'s fifth.

(*e*) Well played, as the sequel shews.

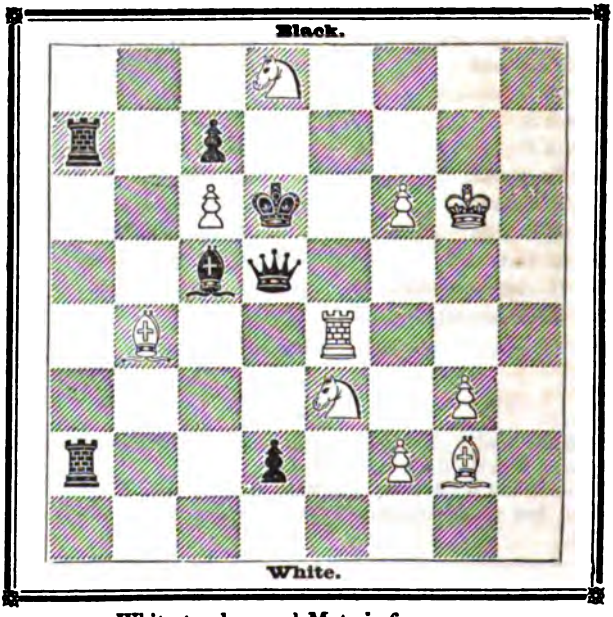
(*f*) This move, Mr. Stanley remarks, was to enable the King to "extend his protection to either 'flank' which should first require support."

(*g*) White declined to play his R. over to the other side of the board, from apprehension both of an attack on his Kt. and that he might lose command of the Q. R.'s file.

(*h*) A fatal error, involving at least the loss of a Rook for the Knight.

PROBLEM, No. 74.

By W. H. C.



White to play, and Mate in four moves.

CHESS IN THE PROVINCES.

Concluding Games of the long pending match between MR. G. PERIGAL, the Honorary Secretary of the London Chess Club, and MR. G. SPRECKLEY, Honorary Secretary of the Liverpool Chess Club.

This interesting contest has at length been brought to a close. Of the 51 games played, Mr. Perigal has been the winner of 22, Mr. Spreckley of 18, and the remaining 11, drawn. The following are among the best of the terminating *parties*

White. (Mr. S.)	*Black.* (Mr. P.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.
5. P. to Q. B. third	5. B. to Q. R. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. Q. to Kt. third	8. Q. to K. second
9. P. to K. fifth	9. P. takes K. P.
10. R. to K. square	10. Kt. to K. R. third
11. B. takes K. Kt.	11. P. takes B.
12. Kt. takes K. P.	12. Kt. takes Kt.
13. Q. to Kt. fifth (check)	13. K. to B. square (*a*)
14. R. takes Kt.	14. Q. to K. B. third
15. R. to K. eighth (check)	15. K. to Kt. second
16. R. takes R.	16. K. takes R.
17. Q. takes B.	17. B. to K. B. fourth
18. P. takes P.	18. R. to K. Kt. square
19. Q. to K. fifth	

And wins.

Note.

(*a*) White would equally recover the lost piece, were the Q. B. P. interposed.

Between the same players.

White. (Mr. P.)	*Black.* (Mr. S.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Q. Kt. P.
5. P. to Q. B. third	5. B. to R. fourth
6. Castles	6. K. Kt. to B. third
7. P. to Q. fourth	7. Castles
8. Q. B. to R. third	8. P. to Q. third
9. P. takes K. P.	9. K. Kt. takes K. P.
10. Q. to Q. third	10. B. to K. B. fourth
11. R. to K. square	11. Kt. to K. Kt. sixth
12. Q. to K. third	12. Kt. to K. R. fourth
13. P. to K. R. third	13. B. to Q. Kt. third
14. Q. to her B.'s square	14. Q. to Q. second
15. Q to K. Kt. fifth	15. B. to K. Kt. third
16. P. to K. Kt. fourth	16. P. to K. R. third (*a*)
17. Q. takes B.	17. Kt. to B. fifth
18. Q. to B. fourth	18. Kt. takes K. R. P. (check)
19. K. to Kt. second	19. Q. takes Q.
20. P. takes Q.	20. Kt. takes K. B. P.
21. P. takes Q. P.	21. P. takes P.
22. B. takes Q. P.	22. K. R. to K. square
23. Q. Kt. to Q. second	23. K. Kt. to Kt. fifth
24. B. to K. B. fourth	24. Kt. to K. second
25. K. B. to Q. Kt. fifth	25. Q. Kt. to B. third
26. Kt. to K. fourth	26. Q. R. to Q. square
27. K. to Kt. third	27. P. to K. R. fourth (*b*)
28. R. to K. second	28. R. to Q. second
29. Q. R. to K. square	29. K. to R. square (*c*)
30. K. Kt. to Kt. fifth	30. Q. R. to K. second
31. B. to Q. sixth	31. B. to Q. B. second (*d*)
32. B. takes B.	32. R. takes B.
33. Kt. to Q. sixth	33. R. takes R.
34. R. takes R.	34. R. to K. second

White. (Mr. P.)	*Black.* (Mr. S.)
35. R. takes R.	35. Kt. takes R.
36. Q. Kt. takes K. B. P. (check)	36. K. to Kt. square
37. Q. Kt. to Q. sixth	37. Kt. to K. sixth
38. B. to Q. seventh	

And after a few more moves, Black resigned.

Notes.

(*a*) Blacks plays all this ingeniously enough, but he risks too much.

(*b*) The position of Black's Kt. is deplorable; neither can move but to a disadvantage.

(*c*) Apprehensive of White's playing Kt. to K. B. sixth (check), and forcing an exchange of Pieces.

(*d*) Black makes a gallant stand, but the superiority in force tells fearfully against him now.

CONSULTATION GAME.

This brilliant specimen of the Evans' Gambit was played last week, between Messrs. Perigal and Walker, consulting, against Messrs. Harrwitz and Medley.

Black. (Messrs. H. and M.)	*White.* (Messrs. W. and P.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes P.
5. P. to Q. B. third	5. B. to Q. R. fourth
6. P. to Q. fourth	6. P. takes P.
7. Castles	7. B. to Q. Kt. third
8. P. takes P.	8. P. to Q. third
9. Q. Kt. to B. third	9. K. Kt. to B. third
10. P. to K. fifth	10. P. takes P.
11. B. to Q. R. third (*a*)	11. B. takes P.
12. Q. to Q. Kt. third	12. Q. to Q. second
13. Kt. to K. Kt. fifth	13. Q. Kt. to Q. square (*b*)
14. Q. R. to Q. square	14. Kt. to K. third
15. Kt. takes Kt.	15. P. takes Kt.
16. Kt. to Q. Kt. fifth	16. K. to K. B. second
17. Kt. takes B.	17. P. takes Kt.
18. P. to K. B. fourth	18. P. to Q. Kt. fourth
19. B. takes Q. Kt. P.	19. P. to Q. B. third
20. B. to Q. B. fourth	20. Kt. to Q. fourth

Black. (Messrs. H. and M.)	*White.* (Messrs. W. and P.)
21. R. takes P.	21. K. R. to Q. square
22. P. to K. B. fifth	22. P. to K. fourth
23. R. to K. fourth	23. Q. to Q. B. second
24. Q. to K. Kt. third	24. R. to K. square
25. P. to K. B. sixth (*c*)	25. P. takes P.
26. R. to K. R. fourth	26. R. to K. R. square
27. R. to K. R. sixth	27. P. to K. B. fourth
28. Q. to K. Kt. fifth	28. K. to K. square
29. R. takes Q. B. P.	29. Q. takes R.
30. B. takes Kt.	30. Q. to Q. B. second
31. R. to Q. B. square	

And White resigns.

Notes.

(*a*) The beginning of the end, for even thus early, so powerful is the hold Black have got, that the game is virtually won by them.

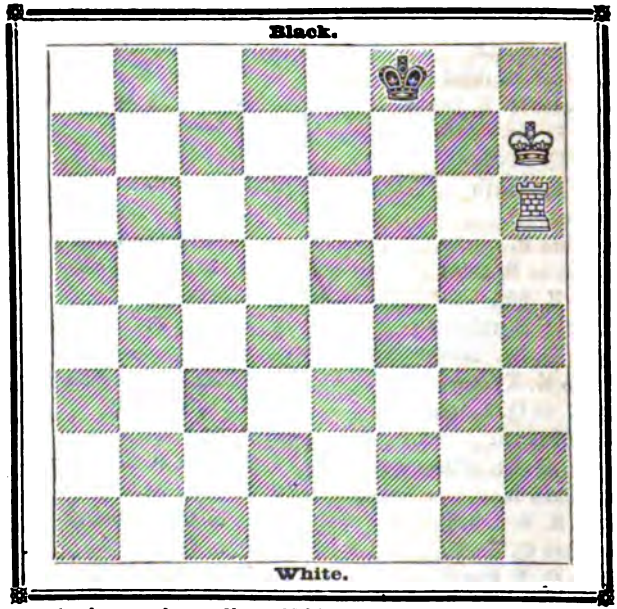
(*b*) Taking the Q. Kt. would evidently have lost the game instanter.

(*c*) The concluding moves of the attack are capitally played.

Subtleties for the Scientific.

No. 6.

By Herr Kling.



An instructive ending—White Mates in eleven moves.

CAPTAIN EVANS' GAMBIT.

To the Editor of the Chess Player's Chronicle.

DEAR SIR.—In sending you some further variations on the Evans' Gambit, I wish to remove a misconception, which I fear my last remarks have occasioned.

Some of my friends supposed that I intended the Analysis, published in the September Number of the *Chronicle*, for a complete demonstration of the soundness of the Evans' attack, and they pointed out to me, what was sufficiently obvious, that I had only examined two particular forms of the defence, which Black is by no means obliged to adopt. I was very far, however, from intending the variations I sent, to be considered as a full investigation of the subject; but, believing as I do, that after all the attention which has been given to the Evans' Gambit, much still remains to be done, I was anxious to stimulate the attention of abler players, by attempting to shew that two forms of defence, pronounced by the best writers to be sound, were insufficient; I think it enough if I can shew that it will not preserve the Pawn, since, if White could in every case recover the Pawn with an equal game, the correctness of the Evans' sacrifice would be fully justified.

Dublin, 11*th Nov*, 1848. I am, Dear Sir, yours most truly, GEO. WALLER.

OPENING III.

White.	*Black.*
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes P.
5. P. to Q. B. third	5. B. to Q. B. fourth

I consider this the best square for the Bishop to move on; the Queen cannot now, with advantage, be played to her Kt.'s third (See the *Chess Player's Handbook*, p. 131).

6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. Q. B. to Kt. second	9. K. Kt. to B. third
10. Q. Kt. to Q. second	

The latest authorities recommend in place of this move, 10. P. to Q. fifth, a mode of attack introduced by De La Bourdonnais, with whom this was a favorite move, both in this opening and in the Giuoco Piano. De La B. gives an answer to it in the following defence:—

10. P. to Q. fifth	10. Q. Kt. to K. second
11. B. takes Kt.	11. P. takes B.
12. P. to K. R. third	12. Kt. to K. Kt. third
13. Q. Kt. to B. third	13. Q. B. to Q. second
14. Q. to Q. second	14. Q. to K. second

See *Chess Chronicle*, vol. v., p. 77, where these moves form the demonstration given by Mr. Walker to prove that the Evans' Gambit is "*passé*." We doubt, however that the second player can always adopt this defence, and we find several games published in the subsequent volumes of the *Chronicle*, where the move 10. P. to Q. fifth is played with success. (See for example, vol. vii., pp. 303, 350.) White plays 12. Kt. to Q. fourth, or to K. R. fourth, instead of P. to K. R. third, and in this position Mr. Staunton pronounces (*Handbook*, p. 129,) that the greater freedom of White's men fully counterbalances the doubtful advantage of Black

doubled Pawn. If, however, it should turn out that Black can defend this variation with success, it is too much to conclude, as Mr. Walker does, that the Evans' opening is unsound. The only legitimate inference would be that the move, 10. P. to Q. fifth, is premature. Mr. Walker seems aware of this, for he adds "the only chance of finding the Evans' Gambit occasionally available, is for first player to make a waiting game of it, adopting the above variation for the first eight moves, and then playing P. to K. R. third, and Q. Kt. to B. third." In other words, White would do well to get his Queen's Knight and Rook into play, before he breaks up his centre by pushing the Queen's Pawn.

The move 10. P. to K. R. third, was that generally played by Macdonnell. I believe, however, that it is unnecessary, and that the move 10. B. to K. Kt. fifth, which this move seems intended to prevent, cannot be made by Black with advantage. I consider, also, the Queen's Knight stronger at the Q. second, than at the Q. B. third, square, inasmuch, as he does not intercept the line of action of the Queen's Bishop on the long diagonal, and also as he enables White to exchange off the Queen's Pawns, without being thereby forced to exchange Queens. Omitting, therefore, the consideration of the move, 10. P. to Q. fifth, which has already been amply discussed by Chess writers, I shall only examine the move, 10. Q. Kt. to Q. second, which has met with less attention from them.

VARIATION I.

	10. Q. B. to K. Kt. fifth

I examine this defence first, because if it turn out to be unsound, it proves that the move, 10. P. to K. R. third, on White's part, is needless.

11. P. to K. fifth	11. P. takes P.
12. P. takes P.	12. B. takes Kt.
13. Kt. takes B.	13. Q. takes Q.
14. Q. R. takes Q.	14. Kt. to K. Kt. fifth

These moves are taken from Mr. Lewis's Treatise (p. 221), who here remarks, "There is not much difference in the game. White's position is superior to Black's, but the latter has a Pawn more." If, however, we continue the game a few moves further, it will be seen that White's position is so superior to Black's, as to insure a won game.

15. P. to K. R. third	15. Kt. to K. R. third
16. P. to K. sixth	16. P. to K. B. third
17. Q. R. to Q. seventh	17. Kt. to K. B. fourth
18. Q. B. to Q. R. third	18. Q. R. to Q. square
19. K. R. to Q. square	19. R. takes R.
20. R. takes R.	

With a winning position.

Believing that Mr. Lewis's analysis leads to the advantage of White, I think it less necessary to examine a variation on his mode of play, which leads to some interesting positions. Suppose, at move 13, White retake not with Knight, but with Queen.

13. Q. takes B.	13. Q. takes Kt.
14. Q. B. to B. third	14. Kt. takes K. P.
15. Q. takes Q. Kt. P.	15. Q. takes B.
16. Q. takes R. (check)	16. K. to K. second
17. Q. takes R.	17. Q. takes B.
18. Q. takes K. Kt. P.	

And White's game appears to be fully as good as Black's.

VARIATION II.

	10. P. to Q. fourth

This was a favourite move of the late Mr. Forth, who relied on it, as forming the basis of a sound defence.

11. P. takes P.	11. K. Kt. takes P.
12. R. to K. square (check)	12. Q. B. to K. third
13. Q. B. to R. third	

In the first place,

	13. Kt. takes Q. P.
14. Kt. takes Kt.	14. B. takes Kt.
15. Kt. to K. B. third	15. B. takes R.
16. B. takes Kt.	16. B. to Q. B. sixth
17. Q. to Q. Kt. third	17. B. takes R.
18. B. takes B.	18. Q. to K. B. third
19. Q. takes Kt. P.	19. Q. takes B.
20. Q. takes R. (check)	20. K. to Q. second
21. Q. takes K. R.	

And wins.

In the second place,

	13. Q. Kt. to R. fourth
14. B. takes Kt.	14. Q. takes B.
15. K. R. to K. fifth	15. Q. retires
16. P. to Q. fifth	

Winning the Bishop.

In the third place,

	13. Q. to Q. second
14. Q. R. to Q. B.	

You make this move, to prevent his Knight being played to Q. B. sixth, having in view to move your K. B. to Q. Kt. fifth.

	14. Castles
15. K. B. to Q. Kt. fifth	

If he play 15. P. to Q. R. third, or, 15. K. Kt. to K. second, you should play 16. K. Kt. to K. fifth, winning easily.

but if 15. P. to K. B. third

16. Q. to Q. R. fourth	16. K. Kt. to K. B. fifth
17. R. takes Q. Kt.	17. P. takes R.
18. B. takes P.	

And wins.

If at move 14, instead of Castling, he were to play, 14. P. to Q. R. third, the game would probably be continued thus:—

	14. P. to Q. R. third
15. K. B. to Q. Kt. third	15. Castles
16. K. B. to Q. R. fourth	16. P. to K. B. third
17. B. takes Kt.	17. P. takes B.
18. Q. to K. second	18. K. R. to K. square
19. Q. takes Q. R. P. (check)	19. K. to Q. Kt. square

White has evidently the best of the game.

(*To be continued.*)

ON THE MAGIC SQUARE OF THE KNIGHT'S MARCH.

By William Beverley.

(From the London, Edinburgh, and Dublin Philosophical Magazine and Journal of Science for August, 1848.)

To the Editors of the Philosophical Magazine and Journal.

Gentlemen,—I inclose for insertion in the Philosophical Magazine a very interesting Magic Square, formed by numbering consecutively the *moves of the* knight *in the grand tour* of the chess-board. The *knight's march* has engaged the ingenuity of many eminent philosophers and mathematicians; but I believe that Mr. W. Beverley is the first who has solved the difficult problem of converting it into a *magic square*. The principle upon which he has effected it seems to be somewhat akin to that invented by Dr. Roget, S.R.S., as explained in his paper on the *Knight's Move*, in vol. xvi. of the Philosophical Magazine.

Yours very faithfully,

H. Perigal, Jun.

5, Smith Street, Chelsea,
March 29, 1848.

Fig. 1.

Cols.	9	10	11	12	13	14	15	16	
		e			*a*		*g*		
1	1	30	47	52	**5**	**28**	**43**	**54**	=260
2	48	51	2	29	**44**	**53**	**6**	**27**	=260
i		**A**				**B**			*j*
3	31	46	49	4	**25**	**8**	**55**	**42**	=260
4	50	3	32	45	**56**	**41**	**26**	**7**	=260
c									*d*
5	**33**	**62**	**15**	**20**	9	24	39	58	=260
6	**16**	**19**	**34**	**61**	40	57	10	23	=260
k		**C**				**D**			*l*
7	**63**	**14**	**17**	**36**	21	12	59	38	=260
8	**18**	**35**	**64**	**13**	60	37	22	11	=260
		f			*b*		*h*		
	260	260	260	260	260	260	260	260	

FIG. 2—THE REVERSE.

64	35	18	13	60	37	22	11	=260
17	14	63	36	21	12	59	38	=260
34	19	16	61	40	57	10	23	=260
15	62	33	20	9	24	39	58	=260
32	3	50	45	56	41	26	7	=260
49	46	31	4	25	8	55	42	=260
2	51	48	29	44	53	6	27	=260
47	30	1	52	5	28	43	54	=260
260	260	260	260	260	260	260	260	

These figures shew the successive moves of the knight over the chess-board, every square being numbered in the order of the knight's march; so that the numbers in each vertical and horizontal column, added together, shall be equal; the sum of the eight numbers in each column being = 260.

These figures also present many other peculiarities.

1. The chess-board (see fig. 1) is divided into four equal parts by the lines *ab* and *cd*. These parts are marked A, B, C, and D, and consist each of sixteen squares—four squares in height and four in width; and if the columns of any of these parts be added up, both vertically and horizontally, each column will give the same addition, 130.

e.g. the part marked C.

33	62	15	20	=130
16	19	34	61	=130
63	14	17	36	=130
18	35	64	13	=130
130	130	130	130	

2. The figure is divided into sixteen equal parts by the lines *ab*, *ef*, *gh*, *cd*, *ij*, *kl*: each of these parts consists of four squares; and if the four numbers in the four squares which compose any one of these parts be added together, they will make 130.

e. g.

15	20
34	61

=130

or

55	42
26	7

=130

3. The figure is divided, by the vertical line *ab*, and the horizontal column 1 is also divided by the same line, into two equal parts. Each part consists of four squares, in two of which the numbers are even, and in the others odd. Take the even numbers in the left division of the column, and the odd numbers in the right division, and add them together, thus:

in column 1, 30+52=82
in column 1, 5+43=48

and they will make 130

Or take the odd numbers in the left division, 1+47=48
and the even numbers in the right division, 28+54=82

and they will make 130

This will be found the case with all the horizontal columns 1 to 8.

The figure is divided, by the horizontal line *cd*, and the vertical column 16 is also divided by the same line, into two equal parts. Each part consists of four squares, two of whose numbers are even and the others odd. Take the even numbers above the line *cd*, and add them to the odd numbers below the line, thus:

in column 16, 54+42=96
in column 16, 23+11=34

and they will produce 130

Or take the odd numbers above the line, 27+ 7=34
and the even numbers below the line, 58+38=96

and they will also produce 130

This will be found the case with the columns 10, 12, 13, 14, 15, 16; that is to say, all the vertical columns except Nos. 9 and 11, which are different in consequence of a peculiar movement of the knight in these columns.

Take the odd numbers in the upper half of column 9, 1+31=32
and the even numbers in the lower half of column 11 34+64=98

and they will make 130

Or the even numbers in the upper half of column 9, 48+50=98
and the odd numbers in the lower half of column 11, 15+17=32

and they will make 130

Or the even numbers in the lower half of column 9 } and the odd numbers in the upper half of column 11 }
Or the odd numbers in the lower half of column 9 } and the even numbers in the upper half of column 11 }
will, added together, produce the same amount, 130

4. The top and bottom numbers of the same vertical column
the 2nd and 7th do. do.
the 3rd and 6th do. do.
the 4th and 5th do. do.
added together, will produce the same amount, 65.

Thus, in column 16, the top No. 54 and the bottom No. 11 make 65
— 13, the 2nd — 44 — 7th — 21 — 65
— 15, the 3rd — 55 — 6th — 10 — 65
— 10, the 4th — 3 — 5th — 62 — 65

But the columns 9 and 11 are different from the others in this respect, which arises from the peculiar movement of the knight in these columns, already alluded to.
In these columns—

The top No. of the col. 9 and the bottom No. of the col. 11, 1+64 make 65
The 2nd — 9 — 7th — 11, 48+17 — 65
The 3rd — 9 — 6th — 11, 31+34 — 65
The 4th — 9 — 5th — 11, 50+15 — 65
or the top — 11 — bottom — 9, 47+18 — 65
and so with the rest.

5. It will be observed that every number in the figure is in apposition in six different ways. For example, No. 54 is

1st, in apposition in the same vertical column with No. 11, making 65
2nd, in conjunction with No. 28 it is in apposition with Nos. 1 and 47, making 130
3rd, in conjunction with No. 42 it is in apposition with Nos. 23 and 11, making 130
4th, in apposition with the numbers in the same subdivision 43, 6, and 27, making. 130
5th, in apposition with Nos. 5, 28, and 43, forming a horizontal column in Division B, making 130
6th, in apposition with Nos. 27, 42, and 7, forming a vertical column in the same division, making 130

6. The knight's march may be commenced at the square marked 64, in fig. 1, and so backwards, until the 64th move terminates on the square marked 1. This will produce fig. 2, which answers to the first figure in all its peculiarities.
It will be easily observed that the march can be commenced from any of the corner or rooks' squares of the board; from any of the bishops' squares, or bishops' eighths; or from either of the rooks' thirds, or rooks' sixths.

WILLIAM BEVERLEY.

SOLUTIONS TO PROBLEMS.

No. 42, p. 192.

White.	Black.
1. Q. to Q. 7th (check)	K. to K. fifth
2. Q. to K. Kt. fourth (check)	K. to Q. fourth (best)
3. Kt. takes Q. Kt. P. (check)	R. takes Kt.
4. P. to Q. B. fourth (check)	P. takes P. *en passant*
5. Q. to Q. B. fourth	

Mate.

No. 43, p. 192.

White.	Black.
1. Q. to Q. R. square	K. to Q. R. third (best) A
2. Kt. to Q. B. second (dis. check)	K. moves
3. Kt. to Q. fourth (check)	K. moves
4. Q. to R. third	

Mate.

A

	Q. Kt. P. one
K. to Q. R. fourth (dis. check)	Kt. interposes
Q. takes Kt. (check)	K. takes Q.
K. to Q. R. square	

Mate.

No. 44, p. 196.

White.	Black.
1. Kt. takes P. (check)	K. to Kt. square (best)
2. Kt. takes B. (check)	K. to R. square (best)
3. Q. to K. eighth (check)	K. to Kt. second
4. B. to K. fourth (check)	K. takes Kt.
5. Q. to Q. Kt. fifth (check)	Kt. takes Q.
6. P. takes Kt. (check)	K. to R. fourth
7. Knight	

Mates.

No. 45, p. 204.

White.	Black.
1. Q. to K. Kt. fifth (check)	Kt. takes Q.
2. R. to K. R. third (check)	Kt. takes R.
3. R. to K. B. fourth (check)	Kt. takes R.

Mate.

No. 46, p. 204.

White.	Black.
1. Q. to K. B. fifth (check)	K. to Kt. second
2. R. to Q. B. seventh (check)	K. to R. square
3. R. to K. R. seventh (check)	Q. takes R.
4. Q. to K. B. eighth (check)	Q. to K. Kt. square
5. Q. takes P. (check)	Q. to K. R. second
6. Q. to K. B. eighth (check)	Q. to K. Kt. square
7. Rook	

Mates.

No. 47, p. 223.

White.	*Black.*
1. R. to K. B. fifth	Q. or R. takes Q. (best)
2. R. to K. B. sixth (check)	K. to Q. fourth
3. B. to Q. B. fourth (check)	K. takes B. or K. to K. fifth
4. Kt. to Q. Kt. sixth or Kt. to Q. sixth	

Mates.

No. 48, p. 224.

This problem may be solved in four moves.

White.	*Black.*
1. R. to Q. seventh (double check)	K. moves
2. P. to Q. Kt. fourth (check)	K. takes Kt. P.
3. Q. to her Kt. third (check)	K. to R. fourth or*
4. Rook	

Mates.

*	K. to B. fourth
4. Q. takes Kt.	

Mate.

No. 49. p. 224.

White.	*Black.*
1. R. to Q. B. square (check)	Q. to Q. B. seventh (best)
2. Kt. to K. fifth (check)	K. to Q. Kt. fifth
3. B. to Q. second (check)	Q. takes B.
4. Kt. to Q. B. sixth	

Mate.

No. 50, p. 224.

White.	*Black.*
1. Kt. to K. B. fourth (check)	R. takes Kt.
2. Kt. to K. B. sixth (check)	Kt. takes Kt. (best)
3. R. to K. fifth (check)	K. takes R.
4. R. to Q. B. fifth	

Mate.

No. 51, p. 226.

White.	*Black.*
1. Q. takes B. (check)	Q. takes Q.
2. R. takes Q. (check)	K. takes R.
3. Castles (check)	K. to his sixth (best)
4. B. to Q. B. fourth	Anything
5. Rook	

Mates.

No. 52, p. 229.

White.	*Black.*
1. K. takes P.	K. to Q. B. third
2. B. to K. R. square	K. to B. fourth
3. P. to Q. Kt. fourth (check)	K. to B. third
4. K. to B. third	K. takes Kt.
5. K. to B. fourth	

Dis. Checkmate.

No. 53, p. 243.

White.	*Black.*
1. K. to Kt. second	K. to B. third
2. K. to Kt. third	K. to Kt. third
3. K. to B. third	K. to B. third
4. K. to K. fourth	K. to K. third
5. P. to K. R. third	

Gains the opposition, and wins easily.

No. 54, p. 247.

White.	*Black.*
1. Kt. to Q. fourth (check)	K. to Q. seventh
2. B. to K. square (check)	K. takes B.
3. Q. to K. B. second (check)	K. takes Q.
4. Kt. to Q. third	

Mate.

No. 55, p. 255.

White.	*Black.*
1. Q. takes P. (check)	K. takes Q. (best)
2. R. takes P. (check)	K. takes R.
3. R. to B. fifth (check)	K. takes Q.
4. Kt. to K. third (check)	K. to K. fourth
5. Pawn	

Mates.

No. 56, p. 255.

White.	*Black.*
1. K. to B. fifth	K. to R. fifth
2. K. to B. fourth	K. to R. sixth
3. K. to B. third	K. to R. seventh
4. K. to K. third	K. to Kt. seventh or (A)
5. K. to Q. third	

And draws the game.

(A)

	K. to Kt. sixth
R. to K. Kt. square (check)	K. to R. seventh
R. to Q. Kt. square	

Drawn game.

No. 57, p. 256.

Owing to some error in the construction, this problem can easily be solved in two moves, as follows:—

White.	*Black.*
1. Kt. to K. B. third (check)	K. to Q. B. sixth
2. Kt. to Q. R. second	

Mate.

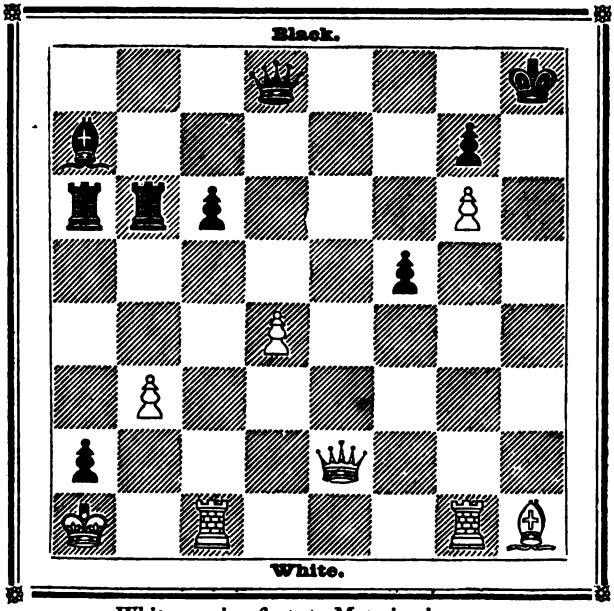
No. 58, p. 256.

White.	*Black.*
1. R. to Q. fifth (check)	K. takes B.
2. Q. to K. B. sixth	

And play as Black may, he cannot possibly avoid the mate in the given number of moves.

PROBLEM, No. 75.

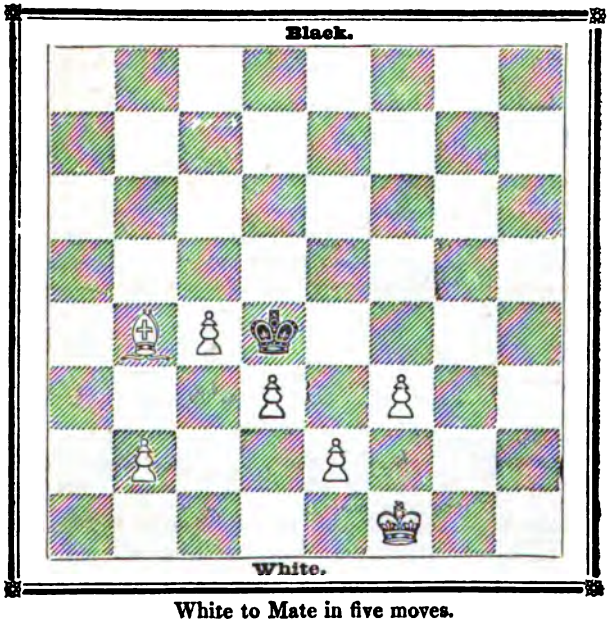
By Mr. H. J. C. Andrews.



White moving first, to Mate in six moves.

PROBLEM, No. 76.

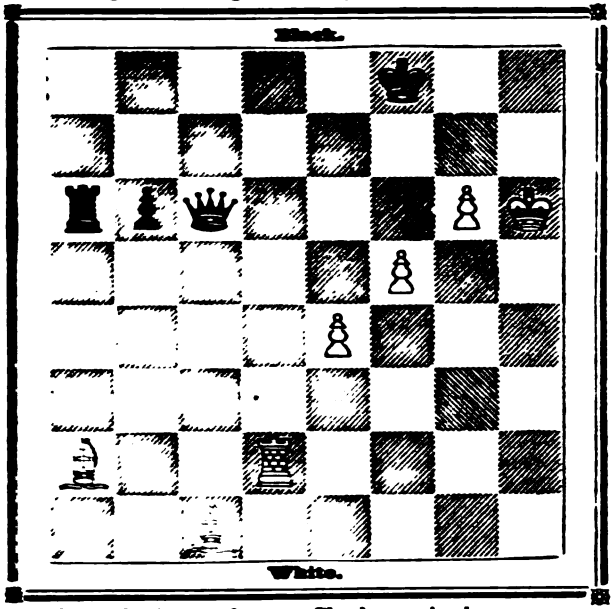
By C. E. R—k.



White to Mate in five moves.

PROBLEM, No. 77.

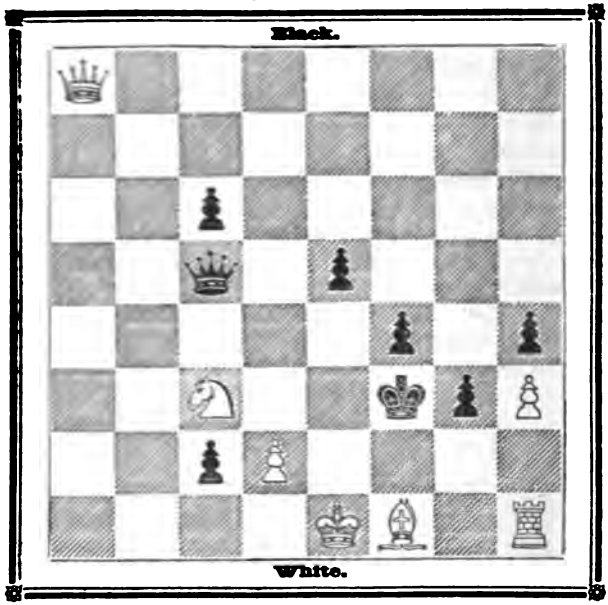
The two next ingenious end-games are by Mr. R. Agnel, of New York.*



White having to play, can Checkmate in six moves.

PROBLEM, No. 78.

By the Same.



White to play, and Mate in four moves.

* From "Chess for Winter Evenings."

CHESS IN THE METROPOLIS.

The accompanying well-played games are the beginning of a match now in progress between Mr. G. PERIGAL and Mr. G. MEDLEY, the former giving in each game, the odds of the Pawn and move.

GAME I.

(Remove Black's K.B.P. from the board.)

White. (Mr. MEDLEY.)	*Black.* (Mr. PERIGAL.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. P. takes P.	3. Q. takes P.
4. K. Kt. to B. third	4. K. Kt. to B. third
5. Q. Kt. to Q. second	5. Q. Kt. to B. third
6. K. B. to Q. B fourth	6. Q. to K. R. fourth
7. Q. to K. second	7. Q. Kt. to Q. square
8. Q. Kt. to K. fourth	8. Kt. takes Kt.
9. Q. takes Kt.	9. K. B. to K. second (*a*)
10. Q. B. to K. B. fourth	10. K. B. to Q. third
11. Kt. to K. fifth	11. Castles
12. Q. B. to K. Kt. third (*b*)	12. B. takes Kt.
13. B. takes B.	13. B. to Q. second
14. Q. R. to Q. square	14. Kt. to Q. B. third
15. B. to K. second	15. Q. to K. B. second
16. B. to K. Kt. third	16. Kt. to Q. Kt. fifth
17. B. to Q. third (*c*)	17. Kt. takes B.
18. R. takes Kt.	18. B. to Q. B. third
19. Q. to K. R. fourth	19. Q. to K. B. fourth (*d*)
20. B. to K. fifth	20. K. R. to B. second (*e*)
21. Castles	21. Q. R. to K. B. square
22. Q. R. to K. Kt. third	22. Q. takes Q. B. P. (*f*)
23. Q. to K. R. sixth	23. P. to K. Kt. third
24. P. to K. R. fourth	24. B. to Q. Kt. fourth
25. P. to K. R. fifth	25. B. to Q. sixth (*g*)
26. P. takes P.	26. B. takes P.
27. P. to K. B. fourth	27. R. to K. B. third (*h*)
28. P. to K. B. fifth (*i*)	28. P. takes P.
29. R. to Q. B. square	29. Q. to K. fifth
30. R. takes Q. B. P.	30. Q. to K. eighth (check)

White. (Mr. Medley.)	*Black.* (Mr. Perigal.)
31. K. to R. second	31. Q. takes R. (check)
32. K. takes Q.	32. K. R. to B. second
33. Q. to Q. B. square (*k*)	33. P. to B. fifth (check)
34. B. takes P.	34. R. takes B.
35. Q. takes R.	35. R. takes Q.
36. K. takes R.	

And Black resigned.

Notes.

(*a*) Black apparently loses a move by playing the B. here, instead of to Q. third at once, but he feared, perhaps, the advance of his adversary's Kt. to Kt. fifth.

(*b*) To prevent Black's forcing an exchange of Queen's by moving Q. to K. B.'s fourth.

(*c*) He is obliged now to make some positive demonstration of attack, or Black may play B. to Q. B. third, or Kt. to Q. fourth, and then Kt. to K. B.'s third, &c.

(*d*) This was preparatory to taking the K. Kt. P. with his Bishop.

(*e*) Now threatening either B. to Q. Kt. fourth, or to take the K. Kt. Pawn.

(*f*) After this, Black's game is irredeemable.

(*g*) Taking the Rook would have availed him nothing, e.g.

	25. B. takes R.
26. P. takes P.	26. Q. takes K. B. P. (check)
27. K. to R. second	

And must win.

(*h*) The only saving move.

(*i*) Promising to capture the Bishop with his R., and to play K. R. to Q. B. square.

(*k*) To save time we should have preferred—

33. Q. to K. Kt. seventh (check)	33. R. takes Q.
34. R. takes R. (check)	

And Mate in two moves.

GAME THE SECOND.

(*Remove Black's K. B. P. from the board.*)

White (Mr. MEDLEY.)	*Black.* (Mr. PERIGAL.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. P. takes P. (*a*)	3. Q. takes P.
4. P. to Q. B. fourth	4. K. B. to Q. Kt. fifth (check)
5. Q. Kt. to B. third	5. Q. to K. fifth (check)
6. K. B. to K. second	6. Q. Kt. to B. third (*b*)
7. K. Kt. to B. third	7. K. Kt. to K. second
8. Castles	8. B. takes Kt.
9. P. takes B.	9. Castles
10. B. to Q. third	10. Q. to K. Kt. fifth
11. B. takes P. (check)	11. K. to R. square (*c*)
12. B. to Q. B. second	12. K. Kt. to B. fourth
13. P. to K. R. third	13. Q. to K. R. fourth
14. P. to K. Kt. fourth	14. Q. takes K. R. P.
15. P. takes Kt.	15. Q. to Kt. fifth (check)
16. K. to R. square	16. Q. to R. sixth (check)
17. Kt. to R. second	17. P. takes P.
18. R. to K. Kt. square	18. Q. takes Q. B. P.
19. Q. to K. R. fifth (check)	19. K. to Kt. square
20. Q. B. to K. R. sixth (*d*)	20. R. to K. B. second
21. Q. B. takes K. Kt. P.	21. R. takes B.
22. R. takes R. (check)	22. K. takes R.
23. R. to K. Kt. square (check)	23. K. to K. B. square
24. Q. to R. eighth (check)	24. K. to K. second
25. R to Kt. seventh (check)	25. K. to Q. third
26. Q. to B. eighth (check)	26. Kt. to K. second
27. Q. takes Kt. (check)	27. K. to Q. B. third
28. Q. to Q. B. fifth	

Checkmate.

Notes.

(*a*) Sarratt, if we recollect rightly, suggests that the first player should check with his Q. at this point, instead of taking the Pawn, for suppose,

3. Q. to K. R. fifth (check)	3. P. to K. Kt. third
4. Q. to K. fifth	4. K. Kt. to B. third
5. Q. B. to K. Kt. fifth	5. K. B. to K. second or Kt. second
6. P. takes Q. P.	

And wins a Pawn at least, since, if the Black Queen take the Pawn, White takes K. Kt. with Q. B. and gains a Piece.

(*b*) Had he taken the K. Kt. P., it would have cost his Queen.

(*c*) The youngest player will understand why he dared not take the Bishop.

(*d*) He might also have taken the K. Kt. P. with his R. and won without difficulty.

Between Messrs. E. WILLIAMS and J. BROWN.

White. (Mr. E. W.)	*Black.* (Mr. B.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. Kt. fifth	3. K. B. to Q. B. fourth
4. P. to Q. B. third	4. Q. to K. second
5. Castles	5. P. to Q. R. third
6. B. takes Kt.	6. Q. Kt. P. takes B.
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. Q. Kt. to B. third	9. P. to K. R. third
10. P. to K. fifth	10. Q. to K. third (*a*)
11. K. R. to K. square	11. Kt. to K. second
12. P. to Q. R. fourth	12. Q. B. to Q. Kt. second
13. P. to Q. R. fifth	13. K. B. to Q. R. second
14. Q. to her third	14. Castles
15. Q. B. to K. B. fourth	15. Q. R. to K. square
16. Q. Kt. to K. fourth	16. K. Kt. to Q. fourth
17. B. to Q. second	17. P. to Q. third
18. Q. Kt. to K. Kt. third	18. Q. B. to his square
19. P. takes P.	19. Q. takes P.
20. K. Kt. to K. fifth	20. B. to Q. second
21. Q. R. to Q. B. square	21. P. to K. B. fourth
22. Q. to Q. B fourth	22. R. to B. third
23. Kt. to R. fifth	23. K. R. to K. third

White. (Mr. E. W.)	*Black.* (Mr. B.)
24. Kt. to B. fourth	24. Kt. takes Kt.
25. B. takes Kt.	25. Q. takes Q. P.
26. K. R. to Q. square	26. Q. takes Q. (*b*)
27. Kt. takes Q.	27. B. to Q. fifth
28. B. takes Q. B. P. (*c*)	28. P. to Q. B. fourth
29. Kt. to Q. sixth	29. R. to K. B. square
30. P. to Q. Kt. fourth	30. R. to K. seventh
31. P. takes P.	31. B. takes P. (check)
32. K. to B. square	32. R. to Kt. seventh
33. P. to Q. B. sixth	33. Q. B. to his square
34. Kt. takes B.	34. R. takes Kt.
35. B. to K. fifth	35. R. to Q. Kt. fourth
36. K. takes B. (*d*)	36. R. takes B.
37. P. to Q. B. seventh	37. R. from K. fourth to K. square
38. R. to Q. sixth	38. K. to B. second
39. R. takes Q. R. P.	

And Black surrenders.

Notes.

(*a*) To enable the Kt. tocome into the field.

(*b*) Had he taken the K. B. P. with his Q., it would have improved White's position

(*c*) He would obviously have been Mated on taking the Bishop.

(*d*) B. takes K. Kt.'s P., would have been equally good.

MR. HARRWITZ gives the Pawn and Move to MR. C. F. SMITH.

(*Remove White's K. B. P. from the board.*)

Black. (Mr. S.)	*White.* (Mr. H.)
1. P. to K. fourth	1. Q. Kt. to B. third
2. Q. Kt. to B. third	2. P. to K. fourth
3. K. B. to Q. B. fourth	3. K. Kt. to B. third
4. K. Kt. to B. third	4. K. B. to Q. B. fourth
5. K. Kt. to his fifth	5. Q. to K. second

Black. (Mr. S.)	*White.* (Mr. H.)
6. B. to B. seventh (check)	6. K. to Q. square
7. B. to Q. Kt. third	7. K. R. to B. square
8. Castles	8. P. to K. R. third
9. K. Kt. to B. third	9. P. to Q. third
10. Q. to K. second (*a*)	10. Q. B. to K. Kt. fifth
11. Q. to Q. Kt. fifth	11. Q. R. to Q. Kt. square
12. Q. Kt. to Q. fifth	12. Kt. takes Q. Kt.
13. K. P. takes Kt.	13. B. takes Kt.
14. Q. P. takes Kt.	14. Q. to K. Kt. fourth
15. P. to K. Kt. third	15. Q. to K. Kt. fifth
16. Q. to Q. B. fourth	16. Q. to K. R. sixth (*b*)
17. Q. to K. R. fourth (check)	17. Q. takes Q.
18. P. takes Q.	18. B. to K. seventh (*c*)
19. P. to Q. fourth	19. B. takes P.
20. B. to Q. second	20. B. takes R.
21. R. takes B.	21. P. takes P.
22. P. to Q. B. third	22. B. to Q. Kt. third
23. K. B. to Q. B. second	23. R. takes K. B. P.
24. R. takes R.	24. B. takes R. (check)
25. K. takes B.	25. R. takes Q. Kt. P.

And wins.

Notes.

(*a*) The opening moves are neither very profound nor very spirited, but we thought the game deserving preservation from the smartness of the finish.

(*b*) White cannot avoid the exchange of Queens at this point, without compromising his game, since Black threatens the dangerous move, if time is allowed him, of Q. to K. sixth.

(*c*) If R. to K. B. fifth, Black answers with B. to K. sixth, or if R. to B. third, with P. to K. R. fifth, always preventing the immediate check of the Rook.

CHESS IN THE PROVINCES.

For the four instructive games which follow, played between MR. HARRWITZ and CAPTAIN KENNEDY, at the Brighton Chess-club, during the past few days, we beg to acknowledge ourselves indebted to the politeness of those gentlemen, who kindly preserved them expressly for this Magazine.

GAME I.

White. (Capt. K.)	*Black.* (Mr. H.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. B. to B. fourth	3. B. to B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.
5. P. to Q. B. third	5. B. to Q. B. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. Q. B. to Kt. second	9. K. Kt. to B. third
10. P. to Q. fifth	10. Q. Kt. to K. second
11. B. takes K. Kt.	11. P. takes B.
12. Kt. to Q. B. third	12. Kt. to K. Kt. third
13. Kt. to Q. R. fourth (*a*)	13. Kt. to K. fourth
14. Kt. takes B.	14. Q. R. P. takes Kt.
15. Kt. takes Kt.	15. Doubled P. takes Kt.
16. Q. to K. R. fifth	16. Q. to K. B. third
17. P. to K. B. fourth	17. Q. to K. Kt. third
18. Q. takes Q.	18. K. R. P. takes Q.
19. K. B. P. takes P.	19. P. takes P.
20. P. to Q. sixth (*b*)	20. P. to K. B. fourth
21. Q. P. takes P.	21. Q. R. to R. fourth (*c*)
22. Q. R. to Q. square	22. K. to K. second
23. Q. R. to Q. fifth	23. R. takes R.
24. B. takes R.	24. K. to Q. third
25. B. to K. B. seventh	25. R. to K. R. third
26. R. to K. square (*d*)	26. P. to K. B. fifth
27. R. to Q. B. square	27. P. to K. Kt. fourth
28. B. to Q. Kt. third	28. R. to K. R. second
29. P. to K. Kt. third	29. P. to K. B. sixth (*e*)
30. P. to K. Kt. fourth	30. R. to K. R. fifth
31. K. to B. second	31. R. to K. R. sixth (*f*)

White. (Capt. K.)	*Black.* (Mr. H.)
32. B. to K. B seventh	32. B. takes K. Kt. P.
33. P. to Q. B. eighth, making Kt. (check)	33. B. takes Kt.
34. R. takes B.	34. P. to K. Kt. fifth.
35. K. to Kt. square	35. P. to K. B. seventh (check)
36. K. to B. square (*g*)	36. R. takes P.
37. R. to K. Kt. eighth.	37. K. to Q. B. fourth
38. R. takes K. Kt. P.	38. K. to Q. fifth
39. B. to Q. fifth	39. P. to Q. Kt. fourth
40. R. takes P.	40. K. to K. sixth
41. R. to Kt. third (check)	41. K. to K. B. fifth
42. R. to K. Kt. second	42. R. takes R.
43. K. takes R.	43. K. to K. sixth
44. K. to K. B. square	44. K. to K. B. sixth
45. P. to Q. R. third	

And wins.

Notes.

(*a*) This mode of continuing the attack is new to us.

(*b*) Very well managed.

(*c*) Intending to attack both the B. and P. at Q. B. fourth.

(*d*) Here also White plays with judgment and foresight.

(*e*) We do not approve of this isolation of an important Pawn.

(*f*) He dared not take the K. Kt. P., for suppose,

32. R. to Q. square (check)	31. R. takes K. Kt. P. 32. K. takes P. (If he played the K. to K. second, White moves R. to Q. eighth, &c.)
33. R. to Q. B. square (check) 34. R. takes B.	33. K. moves

Winning a Piece.

(*g*) The termination of this game is a valuable lesson for the young players.

Between the same players.

GAME THE SECOND.

Black. (Mr. HARRWITZ.)	*White.* (Capt. K.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. B. to Q. B. fourth	3. Q. checks
4. K. to B. square	4. P. to K. Kt. fourth
5. Q. Kt. to B. third	5. K. B. to Kt. second
6. P. to Q. fourth	6. P. to Q. third
7. P. to K. fifth	7. Q. B. to K. Kt. fifth
8. K. Kt. to B. third	8. Q. to K. R. fourth
9. K. P. takes P.	9. Q. B. takes Kt.
10. Q. takes B.	10. Q. takes Q.
11. K. Kt. P. takes Q.	11. P. to Q. B. third
12. Kt. to K. fourth	12. P. to K. R. third
13. P. to Q. B. third	13. Q. Kt. to Q. second
14. P. to K. R. fourth	14. P. to K. B. third
15. P. takes K. Kt. P.	15. K. B. P. takes P.
16. Kt. takes Kt.'s P.	16. P. takes Kt.
17. R. takes R.	17. B. takes R.
18. B. takes Kt.	18. Castles
19. B. to K. sixth	19. R. to K. square
20. B. to K. R. third	20. K. to Q. square
21. P. to Q. Kt. third	21. P. to Q. B. fourth
22. Q. B. to Kt. second	22. P. takes Q. P.
23. P. takes P.	23. R. to K. sixth
24. K. to B. second	24. R. to Q. sixth
25. K. to K. second	25. R. to K. sixth (check)
26. K. to B. second	26. R. to Q. sixth
27. R. to K. square	27. B. takes P. (check)
28. B. takes B.	28. R. takes B.
29. R. to K. sixth	29. R. to Q. seventh (check)
30. K. to B. square	30. R. to Q. eighth (check)
31. K. to K. second	31. R. to Q. fourth
32. R. to K. Kt. sixth	32. K. to K. square (*a*)
33. R. to K. Kt. seventh	33. R. takes P.
34. B. takes Kt. (check)	34. R. takes B.

Black. (Mr. Harrwitz.)	*White.* Capt. K.)
35. R. takes K. Kt. P.	35. R. to K. second (check)
36. K. to K. B. second (*b*)	36. R. to K. B. second
37. K. to K. Kt. second.	37. K. to K. second
38. K. to R. third	38. K. to K. third
39. K. to Kt. fourth	39. P. to Q. Kt. third
40. P. to Q. R. fourth	40. K. to Q. third
41. R. to K. B. fifth	41. R. to Q. B. second
42. K. takes P.	42. R. to Q. B. sixth
43. R. to Q. Kt. fifth	43. K. to Q. B. third
44. K. to K. fourth	44. P. to Q. R. third
45. R. to Q. Kt. fourth	45. P. to Q. Kt. fourth
46. P. takes P. (check)	46. P. takes P.
47. P. to K. B. fourth	47. K. to Q. B. fourth
48. R. to Q. fourth	48. R. takes Q. Kt. P.
49. P. to K. B. fifth	49. R. to Q. Kt. eighth
50. R. to Q. third	50. R. to K. eighth (check)
51. K. to B. fourth	51. R. to K. B. eighth (check)
52. K. to Kt. fifth	52. K. to Q. B. fifth
53. R. to Q. eighth	53. P. to Kt. fifth
54. P. to B. sixth	54. P. to Kt. sixth
55. R. to Q. Kt. eighth	

And the game must be drawn.

Notes.

(*a*) White's game, from the awkward position of his Kt., is not an enviable one, and demands the wariest watching.

(*b*) The forces being exactly equal, and neither party having any advantage over the other in position, the result, without some blunder, must be a drawn battle.

Between the same Players.

Game the Third.

White. (Capt. K.)	*Black.* (Mr. H.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.
5. P. to Q. B. third	5. B. to Q. B. fourth
6. Castles	6. P. to Q. third

White. (Capt. K.)	*Black.* (Mr. H.)
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. Q. B. to Kt. second	9. K. Kt. to B. third
10. Q. Kt. to Q. second	10. Castles
11. P. to Q. fifth	11. Q. Kt. to K. second
12. B. takes K. Kt.	12. P. takes B.
13. K. Kt. to R. fourth	13. Kt. to K. Kt. third
14. Q. to K. R. fifth	14. Q. to K. second
15. K. Kt. to B. fifth	15. Q. B. takes Kt.
16. P. takes B.	16. Kt. to K. fourth
17. Q. R. to K. square (*a*)	17. B. to Q. R. fourth (*b*)
18. Q. R. to K. second	18. B. takes Kt.
19. P. to K. B. fourth	19. B. to Q. R. fourth
20. P. takes Kt.	20. Q. P. takes P.
21. Q. R. to K. fourth	21. B. to Q. seventh
22. Q. R. to K. R. fourth	22. P. to K. R. third
23. P. to Q. sixth	23. Q. takes P.
24. Q. to K. Kt. sixth (check)	24. K. to R. square
25. Q. R. takes P. (check)	25. B. takes R. (check)
26. Q. takes B. (check)	26. K. to Kt. square
27. R. to K. B. third	27. Q. to Q. fifth (check)
28. K. to R. square	28. Q. to Q. eighth (check)
29. B. to B. square	29. Q. takes R. (*c*)
30. P. takes Q.	30. Q. R. to Q. square
31. Q. takes P.	31. Q. R. to Q. eighth
32. Q. to K. Kt. fifth (check)	32. K. to R. second
33. Q. to K. R. fourth (check)	33. K. to Kt. second
34. Q. to Kt. fourth (check)	34. K. to R. second
35. Q. to K. Kt. second	35. K. R. to K. Kt. square
36. Q. to K. second	36. K. R. to Q. square
37. K. to Kt. square	37. P. to K. B. third
38. P. to K. B. fourth	38. K. to R. third
39. P. takes K. P.	39. P. takes P.
40. Q. takes K. P.	40. K. R. to K. Kt. square (check)
41. K. to B. second	

And wins.

Notes.

(*a*) Nothing can withstand an attack such as this, and it is surprising so experienced a player as Mr. Harrwitz should voluntarily have subjected himself to it.

(*b*) For a moment this retards White's progress, but only for a moment; with his Pieces so admirably disposed, victory is certain in the end.

(*c*) His only move to protect the inevitable mate.

GAME THE FOURTH.

Black. (Mr. H.)	*White.* (Capt. K.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. B. to Q. B. fourth	3. Q. checks
4. K. to B. square	4. P. to K. Kt. fourth
5. Q. Kt. to B. third	5. K. B. to K. Kt. second
6. P. to Q. fourth	6. P. to Q. third
7. P. to K. fifth	7. Q. B. to K. Kt. fifth
8. Q. to her third	8. P. takes P.
9. Kt. to Q. fifth	9. K. to Q. square
10. P. takes P.	10. Q. Kt. to Q. second
11. K. Kt. to B. third	11. B. takes Kt.
12. Q. takes B.	12. Q. Kt. takes P.
13. Q. to K. fourth	13. P. to K. B. sixth (*a*)
14. Q. takes Q.	14. P. takes Q.
15. K. B. to Q. Kt. third	15. P. to Q. B. third
16. Kt. to K. third	16. K. Kt. to K. second
17. P. takes P.	17. Q. Kt. takes P.
18. Kt. to Q. B. fourth	18. K. Kt. to Q. fourth
19. K. to B. second	19. Q. Kt. to K. fourth
20. Kt. to Q. sixth	20. K. to Q. B. second
21. Kt. to K. B. fifth	21. B. to K. B. square
22. B. takes Kt.	22. B. to Q. B. fourth (check)
23. K. to Kt. second	23. K. R. to Kt. square (check)
24. K. to R. third	24. P. takes B.
25. B. to K. B. fourth	25. Q. R. to K. square
26. K. R. to K. square	26. P. to K. B. third
27. Q. R. to Q. square	27. K. to Q. B. third
28. P. to Q. B. third	28. Kt. to K. B. sixth
29. R. takes R.	29. R. takes R.
30. P. to Q. Kt. fourth	30. B to Q. Kt. third
31. P. to Q. R. fourth	31. R. to K. eighth
32. R. takes R.	32. Kt. takes R.
33. Kt. to K. seventh (check)	33. K. to Q. second
34. Kt. takes Q. P.	34. B. to Q. square
35. K. takes P.	35. K. to K. third

Black. (Mr. H.)	*White.* (Capt. K.)
36. Kt. to K. third	36. P. to K. B. fourth (dis. ch.)
37. K. to Kt. third	37. B. to K. B. third
38. P. to Q. B fourth	38. Kt. to Q. sixth
39. P. to Q. Kt. fifth	39. Kt. to Q. Kt. seventh
40. P. to Q. R. fifth	40. B. to Q. fifth
41. Kt. to Q. B. second	41. B. to Q. B. fourth
42. B. to K. third	42. B. takes B. (*b*)
43. Kt. takes B.	43. K. to K. fourth
44. K. to B. third	44. P. to K. B. fifth
45. Kt. to K. Kt. fourth (check)	45. K. to Q. fifth
46. K. takes P.	46. Kt. takes Q. B. P.
47. P. to Q. R. sixth	47. P. to Q. Kt. third
48. Kt. to K. B. sixth	48. Kt. to Q. third
49. Kt. takes K. R. P.	49. Kt. takes Q. Kt. P.
50. P. to K. R. fourth	50. Kt. to Q. third
51. Kt. to K. Kt. fifth	

And White cannot save the game.

Notes.

(*a*) Hardly judicious; especially when Q. Kt. to K. Kt. fifth was at command.

(*b*) Captain Kennedy is of opinion he should now have played B. to Q. third (check).

Irregular Opening.

Between Mr. Edward Cronhelm and the late President of the Halifax Chess Club.

White. (Mr. E. C.)	*Black.* (The President.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. P. to K. B. fourth	2. P. to K. third
3. P. to Q. B. third	3. P. to Q. fourth
4. P. to K. fifth	4. Q. Kt. to B. third
5. K. Kt. to B. third	5. K. Kt. to R. third
6. K. B. to Q. third	6. Q. B. to Q. second
7. K. B. to Q. B. second	7. K. B. to K. second
8. Castles	8. P. to K. B. third
9. P. to Q. fourth	9. Q. to Q. Kt. third (*a*)
10. P. to Q. R. third	10. P. to Q. R. fourth

White. (Mr. E. C.)	*Black.* (The President.)
11. P. to Q. Kt. third	11. Q. R. to Q. B. square
12. P. to K. R. third	12. Kt. to K. B. second (*b*)
13. Q. R. to his second	13. P. takes Q. P.
14. Q. B. P. takes P.	14. K. B. P. takes P.
15. K. B. P. takes P.	15. K. Kt. takes K. P. (*c*)
16. Kt. takes Kt.	16. Kt. takes Kt.
17. Q. to K. R. fifth (check)	17. Kt. to Kt. third
18. B. takes Kt. (check)	18. K. to Q. square
19. K. to R. square	19. Q. takes Q. P.
20. Q. B. to K. Kt. fifth	20. B. takes B.
21. Q. takes B. (check)	21. K. to Q. B. second
22. Q. R. to B. second (check)	22. K. to Q. Kt. square
23. R. takes R. (check)	23. R. takes R.
24. B. takes R. P.	24. R. to K. R. square
25. B. to K. Kt. sixth	25. P. to K. fourth (*d*)
26. B. to K. B. fifth	26. B. takes B.
27. Q. takes B.	27. P. to K. fifth
28. R. to Q. B. square	28. K. to Q. R. second
29. Q. to K. Kt fourth	29. R. to K. B. square
30. R. to Q. square	30. Q. to K. fourth
31. Kt. to Q. second	31. R. to K. B. fifth
32. Q. to K. second	32. P. to Q. fifth
33. Kt. to K. B. third (*e*)	33. Q. to K. B. fourth

Notes.

(*a*) The opening is conducted on both sides with great care, and in perfect accordance with the best authorities who have written on this description of game.

(*b*) We should have taken the Q. P. with Pawn.

(*c*) This sacrifice was so tempting, that few could have resisted venturing it. Black would have played better, however, in quietly Castling.

(*d*) Most impolitic, since it enabled White to exchange another Piece, or gain still more advantage.

(*e*) Well played. After this, as White must win the Pawns, Black's game is hopeless.

BLINDFOLD CHESS.

The following is the first of the two games played simultaneously by Herr Harrwitz without seeing the Chess-boards, against Four Members of the Glasgow Chess Club, within the Athenæum, on 16th August, 1848 :—

The Notes to these Games are by a leading Member of the Glasgow Club.

CHESS-BOARD No. 1.

White. (HERR HARRWITZ)	*Black.* (MESSRS. STIRLING & RICHARDSON.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. P. to K. B. fourth	2. P. to K. third
3. Kt. to K B. third	3. P. to Q. fourth
4. P. takes P.	4. P. takes P.
5. B. to Q. Kt. fifth (check)	5. Kt. to Q. B. third
6. Castles	6. B. to Q. third
7. Kt. to K. fifth	7. K. Kt. to K. second
8. Q. to K. R. fifth	8. Castles
9. K. B. to Q. third	9. P. to K. B. fourth (*a*)
10. Kt. takes Kt.	10. P. takes Kt.
11. P. to Q. B. third	11. B. to Q. second (*b*)
12. B. to Q. B. second	12. Q. to Q. B. second
13. P. to Q. third	13. K. R. to K. B. third
14. Q. B. to K third	14. Q. R. to K. square
15. P. to K. Kt. third	15. Kt. to K. Kt. third
16. B. to K. B. second	16. Q. R. to K. B. square (*c*)
17. Q. Kt. to Q. second	17. Q. B. to K. square
18. Q. to K. R. third	18. Kt. to K. second
19. Kt. to K. B. third	19. R. to K. R. third
20. Q. to K. Kt. second	20. Q. R. to K. B. third
21. P. to Q. fourth	21. P. to Q. B. fifth (*d*)
22. Kt. to K. fifth	22. Q. B. to K. R. fourth
23. Q. R. to K. square	23. Q. B. to K. Kt. fifth
24. Kt. takes B. (*e*)	24. P. takes Kt.
25. B. to K. third	25. Kt. to K. B. fourth
26. B. to Q. second	26. Q. to K. B. second
27. Q. to K. second	27. Q. to K. R. fourth
28. Q. to Q. eighth (check)	28. R. to K. B. square (*f*)
29. Q. takes Q.	29. R. takes Q.
30. R. to K. sixth	30. R. to R. third
31. B. takes Kt.	31. R. takes B.
32. R. takes R.	32. P. takes R.

White. (Mr. Harrwitz)	*Black.* (Messrs. Stirling & Richardson.)
33. R. to K. square (*g*)	33. K. to K. B. second
34. K. to B. second	34. P. to K. R. fourth
35. B. to K. third	35. B. to K. second
36. P. to Q. Kt. third	36. P. takes P.
37. P. takes P.	37. B. to Q. square
38. R. to Q. R. square	38. B. to Q. Kt. third
39. P. to Q. B. fourth	39. P. takes P.
40. P. takes P.	40. R. to Q. R. fourth
41. R. takes R.	41. B. takes R.
42. P. to Q. fifth	42. P. takes P.
43. P. takes P.	43. B. to Q. Kt. third
44. B. takes B.	44. P. takes B.
45. K. to K. third	45. K. to K. second
46. K. to Q. fourth	46. K. to Q. third
47. K. to Q. B. fourth	47. P. to Q. Kt. fourth (check)
48. K. takes P.	48. K. takes P.
49. K. to Kt. fourth	49. K. to K. fifth
50. K. to B. fifth	50. P. to K. R. fifth
51. K. to Q. sixth	51. P. takes P.
52. P. takes P.	52. K. to K. B. fourth
53. K. to Q. fifth	53. P. to K. R. fourth
54. K. to Q. fourth	54. P. to K. R. fifth
55. P. takes P.	55. K. takes P.
56. K. to Q. third	56. P. to K. Kt. sixth
57. K. to K. second	57. K. to Kt. fifth
58. P. to R. fifth	58. K. takes P.
59. K. to B. third	59. K. to R. fifth
60. K. to Kt. second	60. K. to Kt. fifth
61. K. to Kt. square	61. K. to B. sixth
62. K. to B. square	

Drawn Game.*

Notes.

(*a*) Black would have gained a move by playing P. to K. Kt. third, and afterwards taking Kt. with B.

(*b*) We prefer B. to K third.

* Our remarks refer chiefly to Black's play, which, we must say, is not quite in the style we have been accustomed to see these gentlemen exhibit. But although they had played with their utmost skill, it would be no disparagement to be defeated by such an extraordinary and ingenious player as Herr Harrwitz.

( ) Black must certainly have won had they played Kt. takes K. B. P. A member present at the playing of these games, pointed out to some of the Club, the advantage Black would have gained by this move, viz.:—

	16 Kt. takes K. B. P.
17 Q. to K. B. third (best)	17 Kt. to R. sixth (check)
18 K. moves	18 P. to K. B. fifth

If White take the Kt. on the seventeenth move, Black forces the game, either by winning Queen or giving mate, viz.: —

17 P. takes Kt	17 B. takes P.
18 Q. to B. third (best)	18 B. takes P. (check)
19 K. to R. square	19 R. to R. third
20 Q. to Kt. second (best)	20 B. to B. fifth (dis. check)
21 K. to Kt. square	21 R. to Kt. third
22 B. to Kt. third	22 R. takes B.
23 R. takes B.	23 Q. takes R.
24 Q. takes R.	24 Q. takes Q. (check)
25 K. to B. or R. square	25 R. to K. 8th—Mate

(*d*) B. takes K. B. P., followed by Q. R. to Kt. third, &c., must have crippled White's game.

(*e*) A strong move. The Black Pawn will now mask the threatened attack of the Rooks.

(*f*) Q. takes Q. is stronger play, afterwards doubling the Rooks on Rook's file.

(*g*) The last six moves of White are in beautiful style, releasing him from the formidable attack threatened by Black.

King's Knight Opening.

CHESS-BOARD No. 2.

White. (HERR HARRWITZ.)	*Black.* (Messrs SMITH & BOGLE.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. K. Kt. to K. second (a)
4. Kt. to K. Kt. fifth	4. P. to Q. fourth
5. P. takes P.	5. Kt. takes P.
6. Kt. takes K. B. P.	6. K. takes Kt.
7. Q. to K. B. third (check)	7. K. to K. third
8. Kt. to Q. B. third	8. Q. Kt. to Kt. fifth
9. Castles	9. P. to Q. B. third
10. P. to Q. fourth	10. Q. to K. B. third
11. Q. to K. second	11. K. to Q. second
12. P. takes P.	12. Q. to K. Kt. third
13. B. to Q. Kt. third	13. K. B. to K. second
14. P. to K. B. fourth	14. K. to Q. B. second

White. (Herr. Harrwitz.)	*Black.* (Messrs. Smith & Bogle.
15. Q. B. to Q. second	15. Q. B. to K. third
16. Kt. to K. fourth	16. Q. R. to Q. square
17. Kt. to K. Kt. third	17. K. R. to K. B. square
18. P. to Q. R. third	18. Kt. to Q. R. third
19. B. to Q. R. fifth (check)	19. Kt. to Q. Kt. third
20. B. takes B.	20. Q. takes B.
21. P. to K. B. fifth	21. Q. to Q. fourth
22. P. to Q. Kt. fourth	22. K. to Q. Kt. square
23. B. takes Kt.	23. P. takes B.
24. P. to Q. B. fourth	24. Q. to Q. sixth
25. Q. to K. R. fifth	25. Q. to Q. fifth (check)
26. K. to R. square	26. Q. takes K. P.
27. Q. R. to K. square	27. Q. to K. B. third
28. R. to K. sixth	28. Q. to K. R. fifth
29. Q. to K. second	29. B. to Q. third
30. R. to K. fourth	30. Q. to K. R. third
31. R. to K. third	31. B. to K. B. fifth
32. Q. R. to K. B. third	32. R. takes K. B. P. (*b*)
33. R. takes B.	33. R. takes R. (*c*)
34. Q. to Q. fifth (check)	34. Kt. to B. second
35. R. takes R.	35. R. to K. square
36. Q. to K. B. fifth	36. R. to K. eighth (check)
37. R. to K. B. square	37. R. to K. sixth
38. Q. to K. B. eighth (check)	38. K. to R. second (*d*)
39. Kt. to B. fifth	39. Kt. to K. third
40. Q. to K. seventh	40. Kt. to Q. fifth
41. Kt. takes R.	41. Kt. to K. seventh
42. Kt. to K. B. fifth	42. Q. to Q. seventh
43. Kt. to Q. sixth	

Black resigns.*

Notes.

(*a*) We really do not understand the meaning of this move, or why it should be made in preference to the usual move of B. to Q. B. fourth, which is decidedly Black's best play in the present opening.

(*b*) Black should certainly have taken Kt. with B. instead of the present move.

(*c*) Fatal to Black, who overlook the exposed position of their K., which allows White to check K. and R., winning the latter.

(*d*) R. to K. square is clearly a better move.

* White's game has been beautifully conducted, and the advantage gained by Black's third move, has been skilfully retained throughout the game.

THE NORTHUMBERLAND CHESS CLUB.

THE Annual Dinner of the Northumberland Chess Club took place on Thursday, the 2nd of Nov., at the New Market Hotel, Nelson Street, Newcastle. Besides a numerous attendance of members, several visitors were present, and the excellent entertainment which had been provided received an additional zest from the circumstance of the table being without a single vacant place. The Chair was occupied by Major Barnes, the newly elected President, and the Vice Chair by Mr. Joseph Sheppard.

On the withdrawal of the cloth the CHAIRMAN gave in succession "The Queen," and "Prince Albert, and the rest of the Royal Family," which toasts were received with due demonstrations of loyalty. The Vice then proposed "The Army and Navy"—responded to by the gallant Chairman, who, after the lapse of a short interval, again rose, and in a short but effective address, wherein he took occasion to exhort the Members of the Club to attend its meetings regularly, proceeded to introduce the toast of the evening, "Prosperity to the Northumberland Chess Club," which, it is needless to say, was hailed with enthusiasm.

MR. JOHN BERKLEY, jun., then gave "The Press," in conjunction with the name of Mr. James Clapham, who appropriately acknowledged the compliment; and Mr. Percival W. Humble followed with "The Edinburgh Philosophical Institution Chess Club."—He was certain that the courteous manner in which those Modern Athenians had recently suffered defeat in a match by Correspondence with the Northumberland Club would elicit a hearty response to the toast, and that all present would join in wishing them prosperity.

MR. ARTHUR ROBSON proposed "Mr. Staunton and the Chess Player's Chronicle," which the Chairman immediately followed up with "Mr. Staunton's accomplished antagonist, M. St. Amant."

MR. SILAS ANGAS then rose, and after returning thanks on behalf of Messrs. Staunton and St. Amant, he called upon the company to join him in drinking "The health of the President, Major Barnes," and congratulated the members on having elected a President whose precept to them to attend regularly was so strongly enforced by his own example, and whose play was of that high order which frequent opportunities of practice with first-rate antagonists had enabled him to attain. The toast was received with loud cheers, and duly replied to by the Chairman.

MR. BERKLEY gave "The Metropolitan Players." He said, he proposed the toast in connection with the name of Mr. Charles Kenny, from whom he, in common with other members of the Club, had experienced much kindness, and recently had the pleasure of meeting in Newcastle. For the metropolitan players he claimed the front rank amongst the amateurs of the globe. Mr. Angas, however, did not agree with Mr. Berkley's opinion—he joined most cordially in drinking the toast, but although Mr. Staunton was undoubtedly the finest living player, yet, the Continent of Europe, and Germany in particular, might boast of men fully equal to any others belonging to this country.

"The Non-Members who have favoured us with their company," having been given by Mr. John Jopling and replied to by Mr. William Ord, the Vice Chairman proposed "The Secretary and Treasurer, Mr. Arthur Robson," who had been indefatigable, he said, in the cause of Chess,

and to whose exertions they were mainly indebted for the existence of the Club. The toast was drunk amid loud applause, and Mr. Robson returned thanks. He did not, he said, regard Chess as a mere idle pastime, but, to quote the words of Captain Kennedy, in the last number of the *Chronicle*, as "A whetstone, whereon to grind and sharpen the higher faculties of the mind," and, therefore, hoped to continue those endeavors which had elicted such a gratifying mark of esteem.

Mr. Clapham, in a speech replete with humour, next gave "The health of Mr. Silas Angas and the other contributors to the Chess column of the 'Gateshead Observer.'" In rising to return thanks Mr. Angas was received with loud applause. The prosperous state of the Club, he said, afforded him the liveliest satisfaction, and it delighted him no less to see so excellent a meeting on this, their first anniversary. He cordially hoped it would prove only the first of a long series of such meetings, and that the Club would rapidly go forward to rival any of its provincial contemporaries. Notwithstanding the compliments Mr. Clapham had paid him individually, he was fully aware that his play ranked very much below not only that of the leading metropolitan, but even of many provincial amateurs. He need only mention such names as those of Mr. Newham of Nottingham, Captain Kennedy of Brighton (if indeed he ought to be so denominated), Messrs. Mongredien and Spreckley of Liverpool, besides several others, to prove the absence of any false modesty on his part; but whilst the Northumberland Club could not boast of any single player equal in skill to those he had named, few country clubs could produce so large a number of strong players. He believed half-a-dozen of their members might be selected, to whom even a first-rate would have some difficulty in giving a Piece. That was a high position in the scale, and gave a much better guarantee for their future success, than the possession of some one player of pre-eminent skill could do.

The Chairman proposed "The health of Mr. Sheppard, his able coadjutor in the Vice," which was warmly responded to.

Mr. John J. Hunter then said, there was one indispensable toast, always sure of a most cordial reception, but which had not yet been given, and, lest it should be omitted, he incurred the responsibility of proposing it. The toast he meant was "The Ladies." He had found amongst the fair sex many formidable opponents in the Chess field, and although some gentlemen professed to make it a point of gallantry to indulge them with a conquest occasionally, he believed they now frequently made a virtue of necessity, and veiled a want of skill under an appearance of respectful deference. On the present occasion, therefore, he proposed "The Ladies, and especially those who are Chess players."

Mr. Robert Renshaw gallantly replied. Several other toasts were afterwards given, (including "Mr. Burdon and the Chess Players of the Emerald Isles," by Mr. M. S. Dodds) interpersed with excellent songs, by Mr. Charante, Mr. Ord, Mr. Humble, and numerous other members of the company, until the festivities of a most delightful evening were prolonged to an advanced hour.

SOLUTIONS TO PROBLEMS.

No. 59, p. 262.

White.	*Black.*
1. K. to Q. fifth	B. to Q. seventh
2. P. to Q. B. seventh	K. to Q. Kt. second
3. K. to Q. sixth	B to K. eighth
4. R. to K. Kt. seventh	B. to K. B. seventh
5. Pawn Queens (check)	K. takes Q.
6. K. to K. B. sixth	

And wins.

No. 60, p. 270.

White.	*Black.*
1. Q. to K. R. second (check)	K. to Kt. square
2. Kt. to Q. Kt. fifth	K. to B. square
3. Q. to Q. R. second	K. to K. square
4. Q. to Q. R. eighth (check)	K. to Q. second
5. Pawn	

Mates.

No. 61, p. 285.

White.	*Black.*
1. B. to K. R.	K. to B. second
2. Q. to K. Kt.	K. to K. second
3. Q. to Q. R. seventh (check)	K. to Q. third
4. Pawn	

Mates.

No. 62, p. 287.

White.	*Black.*
1. K. to B. second	K. to K. third
2. K. to Kt. second	K. to B. third (or A)
3. K. to Kt. third	

And must gain the opposition, and win.

A

	K. to K. fourth
K. to B. third	

And wins

No. 63, p. 288.

White.	*Black.*
1. Q. takes Kt. (check)	B. takes Q.
2. B. takes R. (check)	K. to B. third (best)
3. Kt. to Q. fifth (check)	K. to K. fourth
4. P. takes B.	K. takes Kt.
5. B. takes R (check)	P. takes B.
6. Kt. takes B.	P. to Q. Kt. third
7. P. to Q. R. sixth	P. to K. fourth
8. P. to K. B. fifth	Any move

Mates.

No. 64, p. 288.

White.	*Black.*
1. R. to Kt. second (dis. check)	Black's moves are all forced.
2. Q. to B fifth (check)	
3. B. to K. Kt. fifth (check)	
4. B. to K. B. fourth (dis. check)	
5. Q. to Kt. fifth (check)	
6. R. to Q. B. second (dis. check)	
7. K. to Q. square	Q. takes B.

Mate.

No. 65, p. 281.

White.	*Black.*
1. B. to Q. B. fifth (dis. check)	Black's moves all forced.
2. Q. to Q. third (check)	
3. Q. to Q. second (check)	
4. Q. to Q. R. second (check)	
5. B. to Q. R. third (check)	
6. Q. to Q. R.	
7. Q. to Q. square	
8. Q. to Q. second	B. takes Q.

Mate.

No. 66, p. 300.

White.	*Black.*
1. Kt. to K. second (check)	K. to B. fourth (best)
2. P. to Q. fourth (check)	K. to Kt. fourth
3. Kt. to Q. B. third (check)	K. to R. fourth
4. B. to Q. B. seventh	B. moves
5. Kt. Mates	

No. 67, p. 319.

White.	*Black.*
1. B. to K. R. fourth	K. takes B.
2. R. takes Kt.	P. takes R.
3. K. to B. fourth	P. checks
4. K. to B.	P. checks
5. K. to B. fourth	P. to Kt. sixth
6. P. takes P.	

Mate.

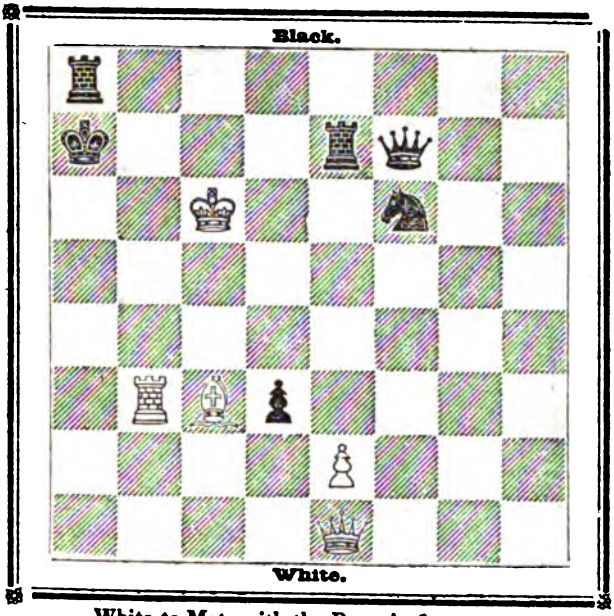
No. 68, p. 319.

If we mistake not, this problem may be solved in four moves, thus:—

White.	*Black.*
1. Kt. to Q. Kt. third	P. to R. fifth
2. Kt. takes Q. P.	K. to Q. B. eighth
3. Kt. to Q. B. fourth (dis. check)	K. to Q. eighth
4. Kt. to Q. Kt. second	

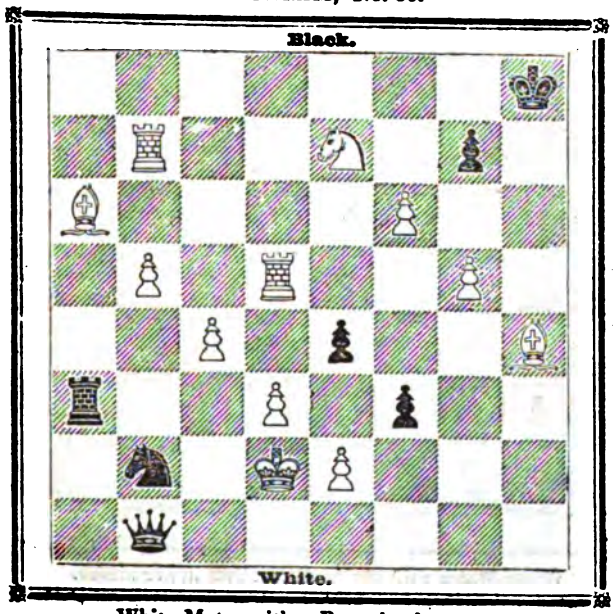
Mate.

The four beautiful positions which follow have not, that we are aware of, been published in this country: they are known in India as "Senupah's four games for a Pawn's checkmate."



White to Mate with the Pawn in five moves.

PROBLEM, No. 80.



White Mates with a Pawn in eleven moves.

No. 64, p. 288.

White.	*Black.*
1. R. to Kt. second (dis. check)	Black's moves are all forced.
2. Q. to B fifth (check)	
3. B. to K. Kt. fifth (check)	
4. B. to K. B. fourth (dis. check)	
5. Q. to Kt. fifth (check)	
6. R. to Q. B. second (dis. check)	
7. K. to Q. square	Q. takes B.

Mate.

No. 65, p. 281.

White.	*Black.*
1. B. to Q. B. fifth (dis. check)	Black's moves all forced.
2. Q. to Q. third (check)	
3. Q. to Q. second (check)	
4. Q. to Q. R. second (check)	
5. B. to Q. R. third (check)	
6. Q. to Q. R.	
7. Q. to Q. square	
8. Q. to Q. second	B. takes Q.

Mate.

No. 66, p. 300.

White.	*Black.*
1. Kt. to K. second (check)	K. to B. fourth (best)
2. P. to Q. fourth (check)	K. to Kt. fourth
3. Kt. to Q. B. third (check)	K. to R. fourth
4. B. to Q. B. seventh	B. moves
5. Kt. Mates	

No. 67, p. 319.

White.	*Black.*
1. B. to K. R. fourth	K. takes B.
2. R. takes Kt.	P. takes R.
3. K. to B. fourth	P. checks
4. K. to B.	P. checks
5. K. to B. fourth	P. to Kt. sixth
6. P. takes P.	

Mate.

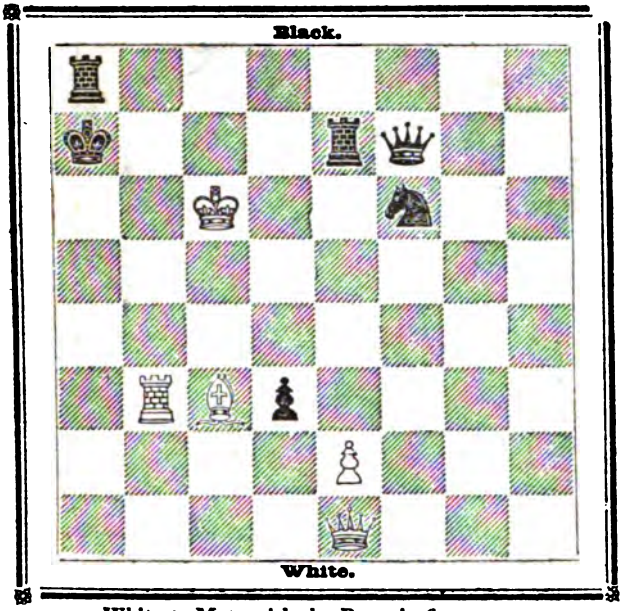
No. 68, p. 319.

If we mistake not, this problem may be solved in four moves, thus:—

White.	*Black.*
1. Kt. to Q. Kt. third	P. to R. fifth
2. Kt. takes Q. P.	K. to Q. B. eighth
3. Kt. to Q. B. fourth (dis. check)	K. to Q. eighth
4. Kt. to Q. Kt. second	

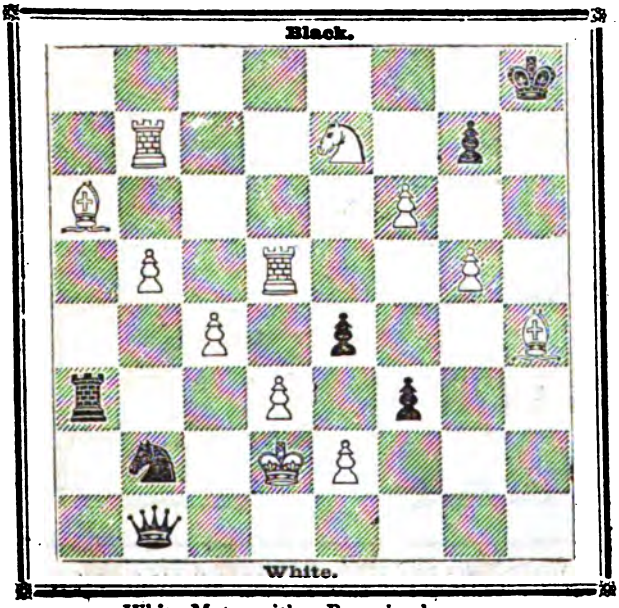
Mate.

The four beautiful positions which follow have not, that we are aware of, been published in this country: they are known in India as "Senupah's four games for a Pawn's checkmate."



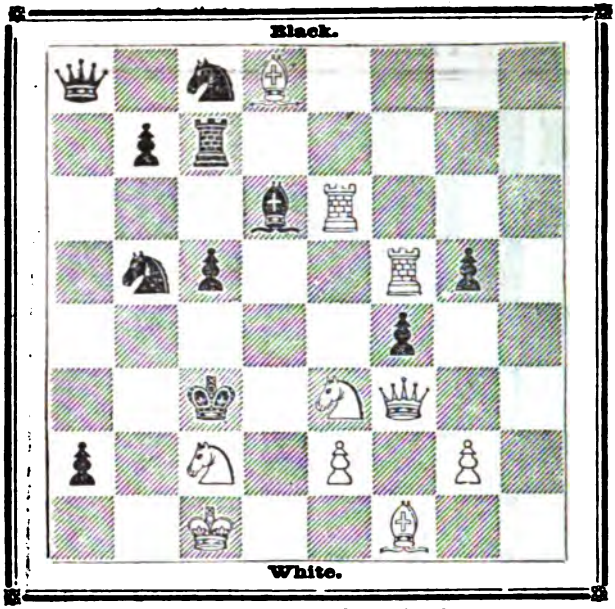
White to Mate with the Pawn in five moves.

PROBLEM, No. 80.



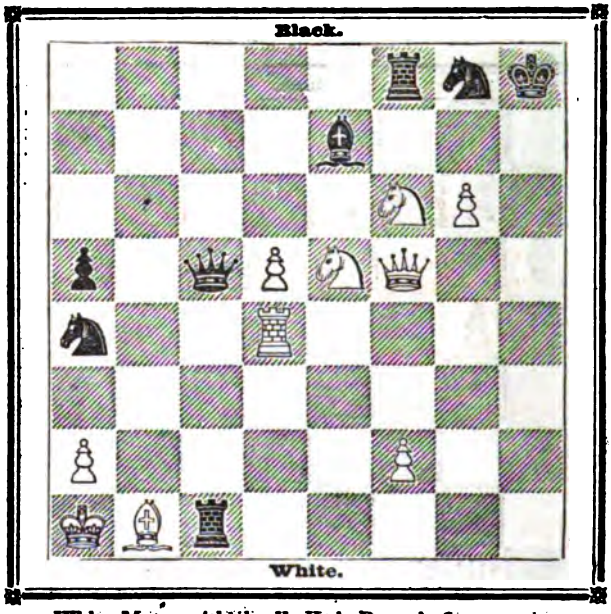
White Mates with a Pawn in eleven moves.

PROBLEM. No. 81.



White Mates with the Q.'s Pawn in nine moves.

PROBLEM, No. 82.



White Mates with the K. Kt.'s Pawn in five moves.

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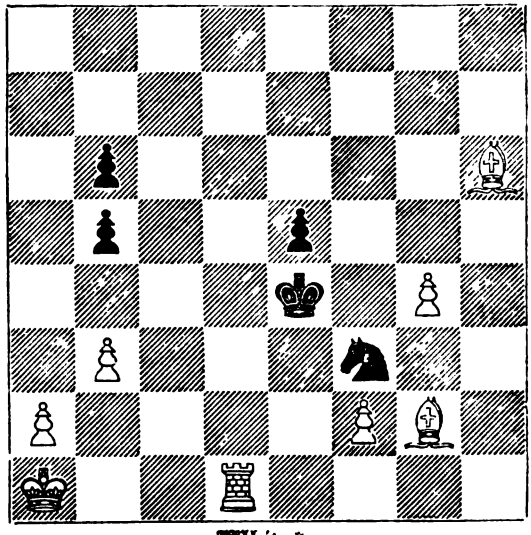
JANUARY, 1848.

WHITE PLAYING FIRST, TO MATE IN FOUR MOVES.



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NOTICES TO CORRESPONDENTS.

"Cantab."—If, in the opening, 1. P. to K. 4th—1. P. to Q. B. 4th, the first player, for his second move, play, 2. P. to Q. B. 3d, Black can reply advantageously with, 2. P. to K. 3d. Your Problem is neat, but almost too easy.

"C. H. S.," New York.—We shall be glad to receive a complete copy of the American Chess Magazine: hitherto the arrivals of the numbers have been very like angels' visits, few and far between. Another packet of European Chess works shall be forwarded when opportunity serves.

"V. H. L.," Stockholm.—A private communication was despatched by post, two months ago.

"D. H—z."—The games came duly to hand, and should have been acknowledged by letter, but we were quite in ignorance as to your present location.

"R D. P."—"T. W."—"Argus."—Volumes vii. and viii. of this Magazine may be had, bound, through the medium of any country bookseller.

"A. G. M'C.," Glasgow.—The Problems received shall not be lost sight of There will be no stamped parts of the Chess Player's Chronicle to go by post; but by sending an order for one guinea, you will obtain the numbers by post regularly, the day after publication.

"E. W."—Is thanked for the end-game. There are not, however, sufficient points of interest about it, to warrant its publication.

"Old Friend."—"Hon. Sec."—"Omnium."—Your complaints are not unreasonable. In future it is our hope that each number will contain at least two games played by the party named.

"C. A. E."—Many thanks. The position is not deficient in ingenuity, and it shall have insertion as you wish, when we are a little less pressed for space.

"A. Z.," Birmingham.—The spirited efforts of Mr. Ries to provide a fitting saloon for the lovers of Chess have been crowned with complete success. His magnificent Divan is acknowledged on all hands to be unsurpassed in the splendour, and, what is more to the purpose, in the comfort of all its appointments. It is of course the rendezvous of all the most distinguished players in the metropolis.

"W. G. F."—We should strongly recommend you to forward your annual subscription to the publisher, and receive the numbers by post, if there is any difficulty in finding a bookseller of your neighbourhood who will undertake to supply them with punctuality.

Correspondents whose communications are unanswered this month may rely on our attention in the next number.

No. II.—Vol. IX. [NEW SERIES.] Published Feb. 29, 184

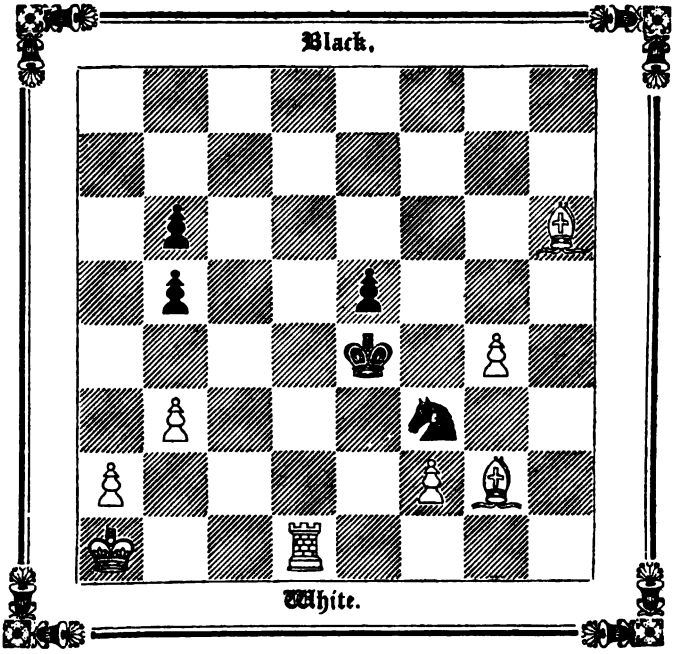
THE

CHESS PLAYER'S CHRONICLE.

EDITED BY H. STAUNTON, ESQ.

FEBRUARY, 1848.

WHITE PLAYING FIRST, TO MATE IN FOUR MOVES.



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NOTICES TO CORRESPONDENTS.

"C. A. E."—Received with thanks. The Problem shall be examined, and, if found, as we doubt not, deserving, it shall appear in our next.

"M. A. C." should recollect that "those who live to please must please to live." There can be no doubt that a Chess Magazine published at less than the cost of its production might suit the public very well, but what would become of its proprietors?

"J. C. O.," Clifton, is thanked for his obliging suggestions. He may readily suppose our willingness to do anything which can add to the interest of the Magazine.

"F. W."—Forward a guinea by Post-office order to Mr. Hurst, the publisher, and you will receive the "Chronicle" by post, free, for the whole year.

"Alexander," Auld Reekie.—Do not despair. You play no worse than the best player did at his commencement. It is impossible to form any judgment of your friend's powers until they are tested by a game with some one of more force than you possess.

"Philos."—M. St. Amant's reply to the article by Von Der Laza, which appeared in our last number, shall be given in full in our next.

"J. S. H."—Every exertion will be made to keep the "Chronicle" "up to the mark;" but there has been an unusual dearth of stirring events in the Chess world of late, and unless good games are played we cannot record them.

"Herr Kling."—The excellent Problems last sent arrived too late for this number.

No. III.—Vol. IX. [NEW SERIES.] Published March 31, 18

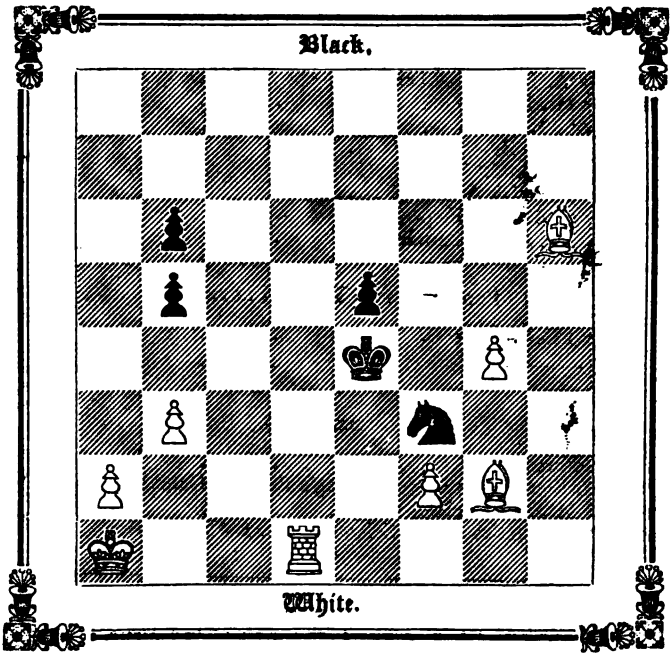
THE

CHESS PLAYER'S CHRONICLE.

EDITED BY H. STAUNTON, ESQ.

MARCH, 1848.

WHITE PLAYING FIRST, TO MATE IN FOUR MOVES.



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NOTICES TO CORRESPONDENTS.

"H. T.," Hartlepool.—One of your problems is too weak and the other incorrect. But don't despair, you will do better yet.

"A. B. S."—They are rather too weak for publication.

"Epsilon."—Too obvious. We shall be glad however to hear from you again for the next number.

"W. K."—They are both in type.

"T.," Mazarion.—Many thanks for the game. The Problem you require the solution of, we fear is impracticable. If we remember rightly it occasioned us a good deal of trouble at the time it appeared.

"A Subscriber," Sherborne.—It is under consideration. We should much prefer it with only one solution.

"M. H. T. B."—The best solution is that in the fewest moves. You are, we fear, quite right in your solutions of No. 8. and No. 14. The errors were discovered too late for correction.

"A. G. Mc. C."—Thanks for the corrections, although you are not right as to No. 10.

"Philos."—M. St. Amant's reply to the article by Von der Laza, is unavoidably postponed till next month.

"Hon. Sec." Reading Chess-club.—Your note conveying the gratifying intelligence of the progress of the new club and of the highly flattering compliment paid by its members to Mr. Staunton in their special election of him as the Honorary Member of the Society, was duly received and replied to.

"C. A. E." St. Ives.—We hope to find room for one of your positions in our next number.

"F. W. J."— Your communication on the subject of Philidor's Defence to the King's Knight's game shall be given if you will kindly supply us with more variations. Those sent are too meagre for an analysis.

"D. T. C.," "Subscriber." "A German," and others.—Every publicity should of course be given to the moves of a match by correspondence of such import as that now pending between the old London Chess-club and the club at Amsterdam, and we are quite sure that the ridiculous notion to which you allude of "keeping the moves secret," never emanated from either the excellent President or Secretary of the former institution.

"A Looker-on" is thanked for his obliging communication of a series of games played by the Author of the entertaining little work "Amusements of Chess."

"F. R. S."—The American Chess Magazine has finally stopped. It reached to one volume only, which may probably be obtained through Messrs Wiley and Putnam, the American booksellers.

We beg to acknowledge with warm thanks the receipt of numerous games, Problems, &c. &c., from old and new Correspondents. These communications which, if space allowed, we should particularise, are all either in type for future numbers, or undergoing consideration at the hands of the Editor.

No. IV.—Vol. IX. [NEW SERIES.] Published April 30, 18

THE

CHESS PLAYER'S CHRONICLE.

EDITED BY H. STAUNTON, ESQ.

APRIL, 1848.

WHITE PLAYING FIRST, TO MATE IN FOUR MOVES.

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In Problem No. 19, the positions of the Kings are reversed:—place the White King on the square occupied by the Black King, and *vice versa*.—The problem can then be solved in the stipulated number of moves.

NOTICES TO CORRESPONDENTS.

"T." Mazarion—The latter end of the game, although not strictly a mate in five moves, since the Q.'s B. may be interposed and delay the finale one move, is a neat and ingenious termination; and if the play of White had been less feeble the whole game should have been published.

"Woodstockiensis."—Your last problems are too much diluted. Concentrate your powers on the construction of one good position in not more than four moves, as much like a real-end game as may be, and it will be of more worth to us than a hundred seven and ten move stratagems such as you have favoured us with.

"Epsilon."—They shall be duly examined.

"W. S. C."—There is, we believe, an excellent private Chess-club, called the Clarence-club in the neighbourhood of Islington, the meetings of which are held by rotation at the members' houses. We suppose too you will find a Chess room at the Literary Institution.

"F. T."—Pressing avocations have for some time compelled Mr. S. to abandon the Chess arena. He has now however returned to it and occasionally plays, so there will no longer be a dearth of the games you require.

"W. H. J. B."—You are quite right. Thanks for the corrections.

"A. B. S.," is thanked for his problems, but they are unfortunately much too simple for publication.

"F. R. S."—Mr Kling, to whom the Chess world is indebted for more beautiful end-games than to almost any other player living, is a teacher of music. Address to him No. 7, Cirencester place, Fitzroy-square.

"W. H. C."—We shall be glad to hear again from our correspondent. The problems with which he favoured us formerly have all been published, (at least all of them which were found to be without flaw) and we have been anxiously looking for another packet.

Some correspondent with an unintelligible signature politely draws our attention to one or two typographical errors in the analysis of the Bishop's Gambit in the last number, for which we thank him. His corrections, however, reached us too late for insertion this month.

We acknowledge thankfully the receipt of many original and strikingly beautiful problems, the invention of Messrs. Kling, Mc. G—y, E. Clare, Annet, Norris, "M. A. L," Holkham. "H. B. B.," Lynn. "B," Hull.

Correspondents not replied to this month shall be answered in the next number.

No. V.—Vol. IX. [NEW SERIES.] Published May 31, 1

THE

CHESS PLAYER'S CHRONICLE.

EDITED BY H. STAUNTON, ESQ.

MAY, 1848.

WHITE PLAYING FIRST, TO MATE IN FOUR MOVES.

Black.

White.

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NOTICES TO CORRESPONDENTS.

"Echecs."—There is nothing problematical in such positions. Be satisfied at present with the study of other inventors, you will derive more profit from them, than from any attempts at construction of your own. Your solutions are all true, and the suggestion regarding No. 11 shall be submitted to the author.

"J. N."—They seem ingenious. If on re-examination they prove correct, you shall see them in the next number.

"Woodstockiensis."—We recommend the real Simon Pure to adopt some other signature, and the person who has assumed this at second-hand, to oblige us by executing his threat of carrying his wares to another market. We must trust to our philosophy to support us under the deprivation.

"H. N. T."—A companion to the Chess Player's Chronicle will be ready shortly. Full particulars will be duly announced.

"W. Y. S."—The note (*c*,) page 102 in the last number, should have terminated at the words, "it would have cost him a piece." We cannot account for the attempted demonstration which is palpably wrong, as well as needless. Thanks for the correction.

"G. B. J."—Manchester. Too simple. Try again.

"A Constant Reader."—Edinburgh. No formula for such a calculation has ever been or ever will be devised.

"E. R."—Islington. You are quite right.

"P. W. C."—Upon translation, the article from "Le Palamede," in reply to V. D. Laza on Petroff's variation in the Bishop's Gambit, was found to be so utterly devoid of interest, that we thought it advisable not to reprint it.

"C. C."—Reading. Thanks for the position which is instructive and worth preserving.

*** The answers to some communications are unavoidably deferred until the next number.

VI.—VOL. IX. [NEW SERIES.] PUBLISHED JUNE 30, 1

THE

CHESS PLAYER'S CHRONICLE.

EDITED BY H. STAUNTON, ESQ.

JUNE, 1848.

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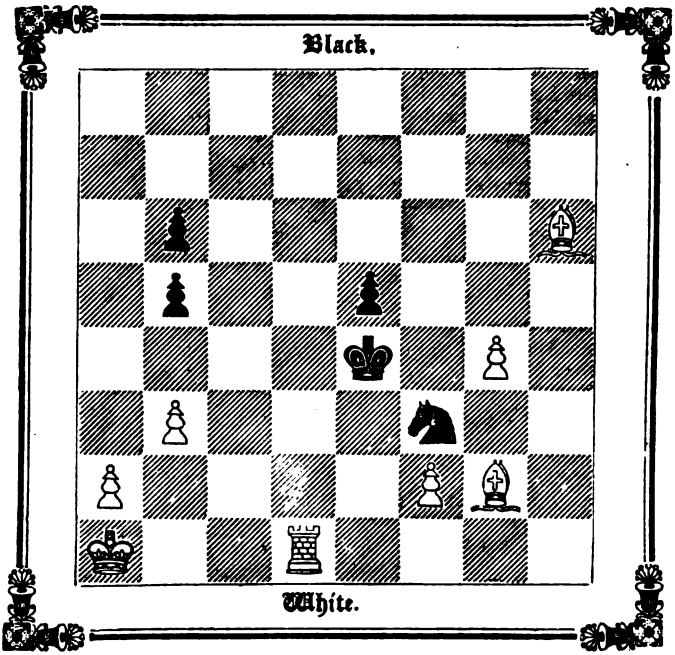

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NOTICES TO CORRESPONDENTS.

"Caleb."—We must positively refuse the permission asked. The games, problems, &c., of this Magazine are not obtained without cost and trouble; and we have already suffered quite enough by permitting our pages to be plundered by persons who adopt the cheap and easy method of compiling monster collections from other people's works. Henceforth it is our determination to resist the infringement of the law of copyright, as far as this publication is concerned, by every means in our power.

"A. B. S."—They shall be reported on in our next number.

"C. B. J."—It shall have a place by-and-bye.

"W. H. I. B."—You are quite right; many thanks.

"A Subscriber."—We believe there is no rule, the matter rests with the printer—but to our taste, the mere title of the opening would look neater and be more explicit.

"W. E."—Your Problem for six moves is unfortunately a very easy mate in three.

"Epsilon."—The idea would be meritorious if the mate were dependant entirely on White's first *coup de repos* with his Queen; on re-examining the position, you will find, however, that the result is attainable in fewer moves, by the very obvious course of checking with the Queen.

"N. D."—We are obliged and gratified by your friendly suggestions.

"H. I. C. A." will have seen that we speedily availed ourselves of his last communication; we need not say that we shall be glad to hear from him again.

"J. N."—No. I. is solvable in three moves [redacted] in two moves.

"R. A. B."—Many thanks. It shall have an early place. Will you favour us with your address?

"B. A.," Oxford.—You may obtain Vols. five, six, seven, and eight of this Magazine, of Hastings, Carey Street, Lincoln's-Inn. Vol. five should be applied for immediately, as it is almost out of print.

. VII.—Vol. IX. [NEW SERIES.] Published July 31, 1848.

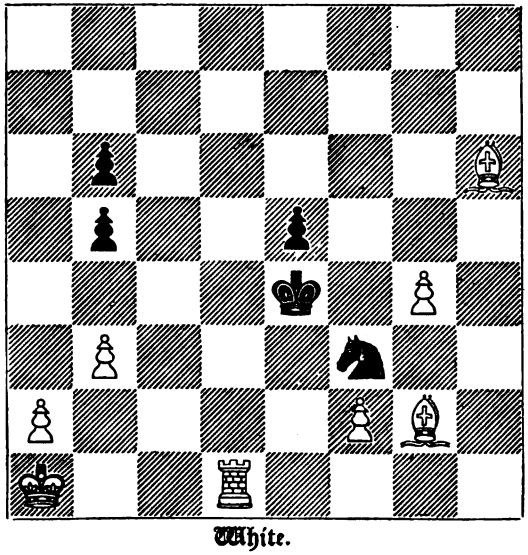
THE

CHESS PLAYER'S CHRONICLE.

EDITED BY H. STAUNTON, ESQ.

JULY, 1848.

WHITE PLAYING FIRST, TO MATE IN FOUR MOVES.



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NOTICES TO CORRESPONDENTS.

"E. S.," Lisbon.—The solution of No. 21 you will find in our present number. In No. 32, by Mr. Drew, a White Bishop must be placed at Q. R. second, instead of the White Pawn.

"A. G. McC."—The game exhibits some points of interest, and when we are less cramped for room shall have a place. Your problem, we are sorry to say, is not suitable. With respect to the stratagem by Koonya Baharra, we have never attempted the solution of that or any other problem of the kind, and are quite unable therefore to pronounce upon its merits; but several correspondents have apprised us that according to the condition, mate may be given in a less number of moves than the author allows. You should send us your demonstration.

"An old Indian."—The solution of Koonya Baharra's subtlety in 14 moves with which you have favoured us shall be given shortly, unless in the mean time we discover that it may be still more abridged.

"I. N."—The correction shall be made.

"I. W. P." Edinburgh—Is quite right with regard to Mr. Stanley's Problem, No. 30. In No. 32, as we have said above, a very beautiful position has been marred by the author's placing by mistake a White Pawn in place of a *White Bishop* at Q. R. second.

"E. D. R." Bath.—A private communication was forwarded some days ago.

"F. E. G."—The game is well and steadily played, but we cannot publish games which are sent to us anonymously. Having given his opponent's name in full, F. E. G. should have had no scruple in appending his own.

"Dr. P." of Altona—Is thanked for his ingenious solution of Mr. Nathan's Problem, No. 36, by which the mate is effected in four moves instead of six. We shall publish this solution in our next month's number.

"I. N."—No. 1 is crowded and artificial, and is incorrect into the bargain, since by playing his P. to Q. seventh, at the third move, Black averts the mate. No. 2 is utterly impracticable. Why does not "I. N." describe his problems on diagrams, he would not then be liable to the egregious blunders which deform these two attempts?

"H. E. B."—We shall find room for it shortly, perhaps in our next number.

"Subscribers."—The games lately played between Messrs Medley and Smith, shall be given in our next.

*** The attention of Subscribers on the Continent is requested to the recent alteration in the postal arrangements regarding Monthly, publications, by which this magazine may now be sent like a newspaper, *at a postage of only one penny*, to FRANCE, to BREMEN, PRUSSIA, and LUBECK, via HOLLAND or HAMBURGH.

No. VIII.—Vol. IX. [NEW SERIES.] Published Aug. 31, 18

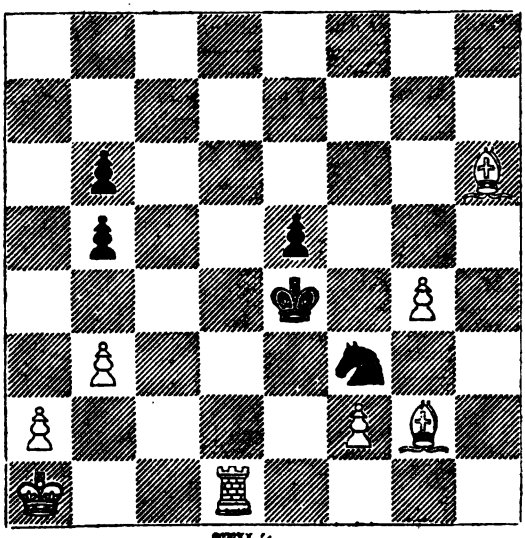
THE

CHESS PLAYER'S CHRONICLE.

EDITED BY H. STAUNTON, ESQ.

AUGUST, 1848.

WHITE PLAYING FIRST, TO MATE IN FOUR MOVES.



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MATCH OF CHESS BY CORRESPONDENCE

Between the London and Amsterdam Chess Clubs.

In our number for June (page 189) we gave the nine first moves made on each side in this contest. Four more have since been made, and the forces of both parties being now fairly in the field, their future operations will be regarded with increasing interest till one or other is declared the conqueror.

The following are the moves made subsequent to our former report, and annexed is a diagram representing the position after the thirteenth move of London.

White. (Amsterdam.)	*Black.* (London.)
10. P. to Q. B. fifth	K. B. to Q. B. second
11. P. to K. B. fourth	Q. Kt. to Q. second
12. P. to Q. Kt. fourth	K. to R. square
13. Q. B. to Q. Kt. second	Q. R. to Q. Kt. square

Amsterdam to play.

NOTICES TO CORRESPONDENTS.

"W. H. T. B."—Your solution of No. 44, by "Woodstockiensis," in five moves, will not do against the best defence, in No. 47. Try for White's first move, R. to K. B.'s fourth.

"Woodstockiensis."—In the diagram last received, you must have made some mistake. The Black King, standing at his B.'s fourth, is *en prise* of an adverse Pawn on White K.'s Kt.'s fourth. If you will rectify this error, we will examine, and report on the Problem immediately.

"J. D."—Many thanks. We shall find space for the best of them ere long.

"T. J. C."—We were certainly remiss in not acknowledging, at the time, the solution of Mr. Kling's "Subtlety," No. 2, in *twelve* moves, with which our correspondent favoured us. It appears to be correct, as also does that of Mr. Stanley's Problem, No. 22, p. 94, *in* 5 *moves*, and that of "J. N's." Problem, No. 48, in *four*. Thanks, too, for the criticism on Mr. Forth's game, which is perfectly just.

"J. H. N."—We have no idea who the individual is who adopts the signature you mention, and if we knew, should certainly not inform any one without permission of the party themselves.

"W. E."—Your last position is a decided improvement on your former efforts, but the arrangement of the Pieces is very inartistic. Devote a few weeks to the study of D'Orville, who, in the disposition of the men, is quite unrivalled as a Problem maker.

"R. R. S."—The back numbers of this Magazine may be procured of Mr. Hastings, 13, Carey Street, Lincoln's Inn. Many, however, can only be had by purchasing the whole volume, and all are becoming rapidly scarce.

"Alessandro."—In the present defective state of our Chess regulations, there is no *legal* rule which interdicts a player's moving his Piece to various squares of the board, so long as he retains his hold of it, but it is not the less an unfair and most ungentlemanly practice, and the party guilty of it would soon be taught better, if he were a member of a London Chess-club.

"F. E. G."—We shall find an opportunity ere long, we trust, of publishing the game.

*** To Messrs. Horwitz, Harrwitz, Kling, McG——y, H. B. B., Lulman, and other valued communicants, our best thanks are rendered, for their several contributions of Games, Problems, &c., during the past month. The whole are under consideration, and shall appear in due course.

No. IX.—Vol. IX. [NEW SERIES.] Published Sept. 30, 18

THE

CHESS PLAYER'S CHRONICLE.

EDITED BY H. STAUNTON, ESQ.

SEPTEMBER, 1848.

WHITE PLAYING FIRST, TO MATE IN FOUR MOVES.

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MATCH OF CHESS BY CORRESPONDENCE

Between the London and Amsterdam Chess Clubs.

At the request of numerous subscribers we this month give the whole of the moves played in this contest, up to the time of our going to press.

White. (Amsterdam.)	*Black.* (London.)
1. P. to Q. fourth	1. P. to K. third
2. P. to Q. B. fourth	2. P. to K. B. fourth
3. Q. Kt. to B. third	3. K. Kt. to B. third
4. P. to K. third	4. P. to Q. third
5. K. Kt. to K. R. third	5. K. B. to K. second
6. P. to K. B. third	6. P. to Q. B. third
7. K. Kt. to B. second	7. P. to Q. fourth
8. P. to Q. R. third	8. Castles
9. K. B. to K. second	9. K. B. to Q. third
10. P. to Q. B. fifth	10. K. B. to Q. B. second
11. P. to K. B. fourth	11. Q. Kt. to Q. second
12. P. to Q. Kt. fourth	12. K. to R. square
13. Q. B. to Q. Kt. second	13. Q. R. to Q. Kt. square
14. Q. to Q. B. second	14. P. to Q. Kt. third
15. P. takes P.	15. Kt takes P.
16. Q. R. to Q. B. square	

London to play.

NOTICES TO CORRESPONDENTS.

"W. A. T." Marazion—The re-printing of Problem No. 57 was an error not of neglect but memory—a second copy of it had been sent us by some one amidst the many hundreds of Problems which are submitted to us; we failed to recollect that this one had before appeared. Thanks for the game, although the play on White's side is so feeble, that it would be cruel to publish it. You should endeavour when in town to play with some strong player.

Woodstockiensis."—Your problem marked "St. Helier" is impracticable. Black may play his Queen at the third move to K. Kt. third, and render the Mate impossible. In the five-move problem (amended), Mate can be given easily in three moves—1. Q. to K. square, 2. P. to K. fifth, 3. Q. to K. third, Mate.

"H.E.B."—The games shall not be forgotten, but we are sorely pressed for space just now.

"W. W. T. B."—See our notice above to "W. A. T."—Your solution appears correct.

"A. G. Mc. C." Glasgow,—Is thanked for the two lively games just forwarded as well as for his obliging offer of the others which we have not yet seen.

"B. M."—The Problems alluded to are certainly unworthy of their authors. There is no entrance fee to the London Chess-club, and the subscription is only three guineas per annum.

"J. J. W." Tranquebar—Your Games with the Brahmin came safe to hand, and shall all appear in due course.

"V. H. L." Stockholm—"H." Berlin—A private communication has been forwarded.

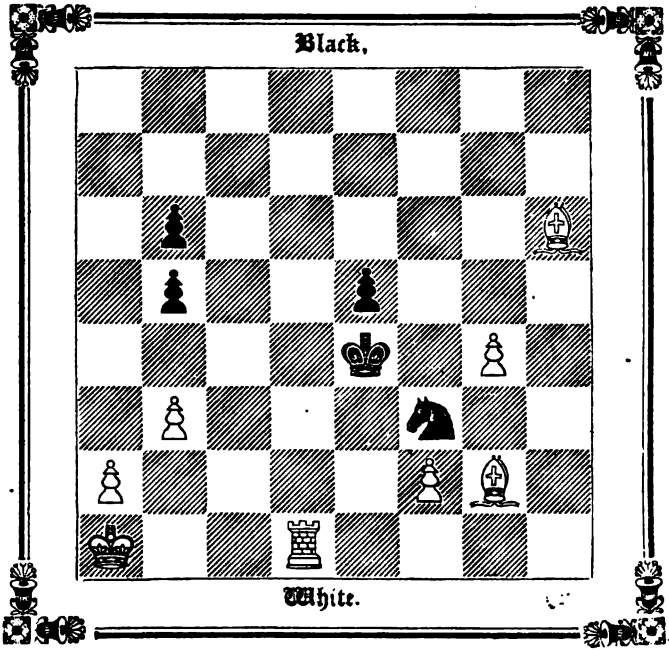
THE

CHESS PLAYER'S CHRONICLE.

EDITED BY H. STAUNTON, ESQ.

OCTOBER, 1848.

WHITE PLAYING FIRST, TO MATE IN FOUR MOVES.



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"An Amateur."—The chief places of public resort for chess-players in London, are Reis' Grand Divan, in the Strand; Kilpack's Divan, King Street, Covent Garden; Goode's Divan, on Ludgate Hill; and Smith's Wine Shades, on the north side of Leicester Square.

"H. J. C. A."—Is thanked for his prompt attention to our somewhat troublesome request. His game and problems are now under consideration, and will most probably appear in the next number.

"K." Hamburgh, "E. N." Berlin.—It is very much to be regretted, that subscribers on the Continent will not avail themselves of the advantages afforded them by the present postal arrangement for the transmission of periodicals. By ordering the "Chess Player's Chronicle" of any London bookseller, they might receive the numbers regularly, almost on the day of publication, for the trifling postage of one penny each.

"Presis," "A Curious Impertinent," and others.—The whole affair is under investigation.

"R. R.," "Old Chess."—We are happy to find that the metropolitan magnates of the game are beginning to shake off their lethargy. Several matches are already talked of, and two or three of unusual interest are all but settled for the coming winter. Among these, the most interesting are, another contest between Mr. Staunton and Mr. Harrwitz, upon the same terms as before, viz., seven games in which Mr S. gives the Pawn and two moves; seven in which he gives the Pawn and move; and seven to be played without odds: and a match between Messrs. Horwitz and Harrwitz, upon which speculation is rife, and great expectations are excited. Endeavours will also be made by public challenges to compel a few of our would-be first-rates, either to submit their pretensions to the test of actual play, or to quietly fall back into the ranks of mediocrity again.

"W. S. T." Reis' Divan.—The notion of Mr. Lowe's playing upon even terms, with players so immeasurably his superiors as Mr. Horwitz or Mr. Harrwitz is simply ridiculous. The latter has already challenged him to a match, and offered to give the odds of the Pawn and move every game; and we believe it is the intention of Mr. Horwitz, to propose to play him seven games, giving him the Pawn and two moves; seven games Pawn and move; and seven games even, the moment the former contest is played out.

*** Our best thanks are tendered to Messrs. Horwitz, Kling, H. B., Ranken, Lullman, and McG——y; to "Shagir," "Indiana," and a host of anonymous communicants, for their valued contributions.

No. XI.—Vol. IX. [NEW SERIES.] Published Nov. 30, 1848.

THE

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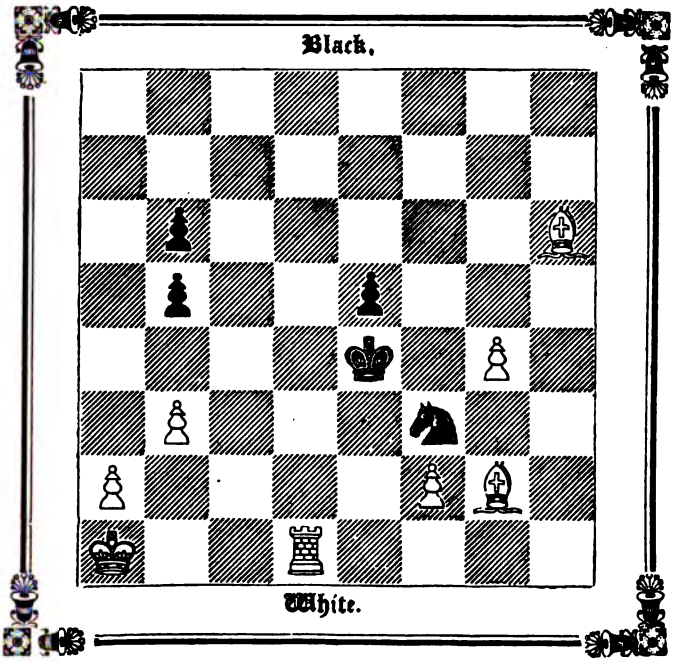
WHITE PLAYING FIRST, TO MATE IN FOUR MOVES.



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THE

CHESS-PLAYER'S CHRONICLE

FOR 1849.

EDITED BY H. STAUNTON, ESQ.

BEING THE TENTH VOLUME OF THE SERIES.

THE subscribers and general readers of this magazine, are respectfully informed that arrangements upon an extensive scale have been concluded, for the purpose of rendering the forthcoming volume by far the MOST ATTRACTIVE OF THE SERIES. In addition to the ordinary collection of miscellaneous games from our numerous contributors in every country where Chess is played, the earlier numbers will contain the games of all the most important matches now on the *tapis*, including those projected between MESSRS. STAUNTON and HARRWITZ; HORWITZ and HARRWITZ; and HARRWITZ and PERIGAL: these games will be illustrated by copious notes from the pen of the Editor, and observations on the most striking features by the players themselves.

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No. XII.—Vol. IX.

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DECEMBER, 1848.

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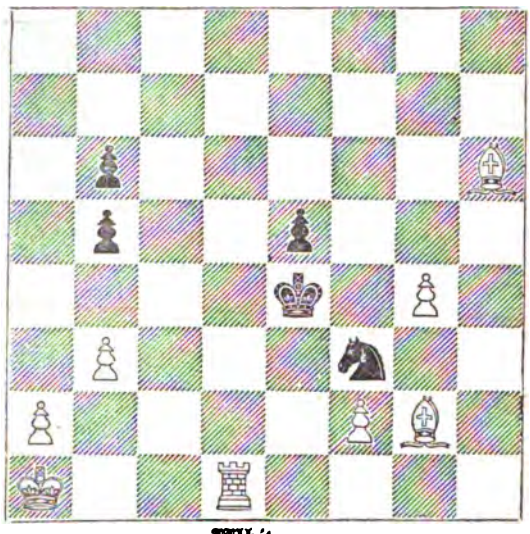

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MATCH BY CORRESPONDENCE

BETWEEN THE LONDON AND AMSTERDAM CHESS CLUBS.

The moves in this contest (every week becoming of more interest), which have been advised since the publication of our last report,* are as follow:—

White. (AMSTERDAM.)	*Black.* (LONDON.)
	16. Q. Kt. to Q. B. fifth
17. B. takes Kt.	17. P. takes B.
18. Q. Kt. to Q. square	18. B. to Q. R. third
19. B. to Q. B. third	19. Kt. to Q. fourth

Amsterdam to play.

* For the preceding moves from the commencement, see the September Number.

NOTICES TO CORRESPONDENTS.

"J. D. T." "A German."—The remarks in the September number of the "*Berlin Schachzeitung*," in allusion to a notice on the wrapper of our June number, in which we refused a modest correspondent permission to make a selection of games and problems from the "Chess Player's Chronicle" for publication in a separate form, have been pointed out to us, and we must confess ourselves at a loss to understand by what perversity of misconception the Editor could imagine, that in speaking of "persons who adopt the cheap and easy method of compiling monster collections from other people's works," we were reflecting upon the conductors of his, or any other Magazine. Nothing, assuredly, could be more remote from our intention. We have never hesitated to extract from the valuable pages of our contemporary, (with due acknowledgment) games and problems both, for the entertainment of readers here, and so far from feeling ourselves aggrieved, when articles from the *Chronicle* have been translated into the *Schachzeitung*, we have always taken their re-publication as a compliment, and as evidence of reciprocity, and a mutual good understanding between the leading Berlin players and ourselves.

"Les Echecs."—Q. to K. second at the sixth move of the defence in the Evans' Gambit, is not commendable. We cannot at the moment remember any work in which this particular variation has been fully analysed, but we will consult the various treatises and inform you next month.

"J. S. C." Rochdale.—Thanks for the information on the subject of the Evans' Gambit. The skill and industry of Mr. Waller is rapidly demolishing the customary defences to this fine attack, and your mode of operating against it, is sure, therefore, to command attention ere long.

"J. H."—We have much pleasure in acknowledging the receipt of your prospectus of the Chess and Draughts-club, held at the Commercial Coffee-house, in the City Road. The facility for enjoying intellectual recreation of this kind, with comfort and economy, will be a real boon to many, who, from circumstances, are deterred from availing themselves of the more sumptuous and costly establishments where chess is practised.

"Mechanic."—Try the club mentioned in the preceding notice, at 22, City-road, or the little divan called the "Philidorian," in New-street, Covent Garden.

"Presis."—Vols. 5, 6, 7, and 8, of the "Chess Player's Chronicle," may be got of Hastings, the former publisher of the Magazine, 13, Carey-street, Lincoln's-Inn-Fields. Subscribers desirous of completing their sets, should, however, make immediate application, as some of the volumes are nearly out of print, and there will be some difficulty in procuring them shortly, except at a considerable advance on the original price.

"R. B.," Wisbeach,—Is thanked for his obliging communication. The solutions of Nos. 68 and 69, respectively in 4 *moves* each, are correct, and his own problem, although deficient in point, involves some pretty play. We should recommend him to aim only at positions, as like as possible to real end-games, of three and four moves deep.

"H. G. B."—They are always very acceptable, and shall appear as circumstances permit.

"Oxonie::sis."—The games alluded to in volume II. of this Magazine, were played between Mr. S. and the skilful player of New York mentioned.

"Lucius."—1. Kt. to K. B. fifth (check) (K. to Kt best.) 2. Q. to K. B. square. 3. Q. to K. R. third (check). 4. Kt. to K. B. second, mate.

"E. A. M. M." Mhow, India.—The problems reached us safely, and the best of them shall have an early place.

"P. T. M." "Spectator."—Up to this time Captain Kennedy and Mr. Harrwitz have played four games only, of which the former has gained two, Mr. H. one, and one has been drawn. A match has been agreed on between them, and is expected to commence forthwith. The match betwixt Messrs. E. Williams and Hannah, is not yet concluded; at the time we write, the score stands thus: Williams, 5 games; Hannah, 4.

*** To Subscribers on the Continent.—Amateurs of Chess, residing in France and Germany, are requested to observe, that by remitting a year's subscription to the Publisher, they will in future receive the CHRONICLE punctually every month FREE OF POSTAGE.

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